

SPYRO

THE DRAGON



**SECRET
LOOT AREA
REVEALED!**

Elizabeth M. Hollinger
James M. Ratkos



INOMNIAC
GAMES




UNIVERSAL
INTERACTIVE STUDIOS
www.universalstudios.com





Welcome to the wonderful and crazy world of Spyro the Dragon! We at Insomniac Games, the developers and the first victims of Spyro-mania, hope you follow all of the great advice in this strategy guide and help Spyro kick some serious gnorc butt as you explore each of the dragon worlds.

For the heck of it though, we thought that we'd go ahead and share some of our favorite "developer" tips to give you a little bit of a head start. Okay, here we go!

Matt suggests, "When you are gliding or flying, sometimes you'll hit something to make you fall. To recover, just press the X button, and you'll be back in business." Brian says, "In Misty Bog, let the boars do your work for you; if you stand between a boar and another enemy, the boar will run over his buddy to get to you." Jared says, "If you plan on swimming, don't eat a big meal beforehand. You'll get a cramp and drown." Dan says, "Listen carefully to the dragons that you rescue - most of them will give you very helpful hints." Chuck says, "If you want to go a little faster, especially when chasing the thieves, jump frequently while you're charging and you'll nail those little pests." Oliver says, "Always carry a bag for litter in your car. It doesn't take up much space, and when it gets full you just throw it out." Alain says, "Remember that you can hold down the  button to charge for as long as you want." John says, "When you're chasing the planes in the (flying) Treasure Rounds, try flying in the opposite direction - you'll be sure to improve your times." Al says, "When you use a super-charge ramp, try jumping at the end of the ramp and then gliding at the apex of your jump - you'll be able to get to those hard to reach places." Craig says, "In some levels, you can use the turbine boxes to bash the thieves - it's a lot quicker than chasing them." And finally Alex suggests, "Don't run with scissors - you'll only hurt the ones you love."

I hope that you can add these little gems to the wealth of knowledge you'll be picking up from reading this guide. Before we go though, all of us at Insomniac Games owe a huge debt of gratitude to the many people who helped us bring Spyro to life. There are a few in particular who deserve a *monster* "thanks". First and foremost are Mark, Michael and Jackie from Universal Interactive Studios - without their guidance, advice and hard work, Spyro wouldn't exist. Thanks also to everyone at Sony Computer Entertainment America for their unflagging dedication to Spyro and for their great parties....to Charles Zembillas for his fantastic Spyro and dragon designs...to Stewart Copeland for his amazing music...to Carlos Alazraqui and Clancy Brown for some killer voice work...to Mike Gollom for his hilarious sound effects...to Prima for doing such an incredible job on this guide...and finally to you for becoming a part of Spyro-mania!

Now, go out there and get Nasty Gnorc!

Ted Price
President
Insomniac Games, Inc.



Lessons from the Council of Dragons

Wanted: Heroic dragon/helpful dragonfly team to rid Dragon Worlds of evil threat. No experience necessary. Will train.

SO YOU THINK YOU HAVE WHAT IT TAKES, YOU LITTLE DRAGON PIP-SQUEAK? HMM. YOU'RE YOUNG, BUT PROBABLY TRAINABLE. PAY ATTENTION, BECAUSE I DON'T HAVE THE TIME TO REPEAT THESE INSTRUCTIONS. AND COME CLOSER; I DON'T WANT TO SHOUT.



OUR WORLD IS UNDER SIEGE BY THE NASTIEST OF GNORCS, GNASTY GNORC, HIMSELF. HE'S TURNED US ALL INTO CRYSTAL STATUES, AND OUR PRECIOUS GEMS INTO MONSTERS. AS A MEMBER OF THE COUNCIL OF DRAGONS, I'D TAKE CARE OF HIM MYSELF, BUT I'M TRAPPED, TOO.

ARE YOU SURE YOU WANT TO DO THIS? YOU LOOK KIND OF SCRAWNY TO ME. AND I DON'T LIKE THE LOOK OF THAT DRAGONFLY. WHAT KIND OF NAME IS "SPARX," ANYWAY? YOU KNOW, I KNEW ANOTHER DRAGON NAMED SPYRO ONCE. GUARDED TREASURES, I THINK. YOU ANY RELATION?

HERE ARE YOUR MISSION OBJECTIVES, SPYRO: RESCUE ALL OF US FROM THESE AWFUL CAGES, GATHER UP ALL OUR GEMS—ESPECIALLY THOSE GNASTY IS USING—AND THEN GO AFTER HIM AND TEACH HIM NOT TO MESS WITH US DRAGONS AGAIN! WE GAVE HIM HIS OWN WORLD! NOT MY FAULT IF HE DOESN'T LIKE RATS AND GREASY MACHINES.

YOU MUST FREE SIX WORLDS IN YOUR QUEST, AND WITHIN EACH WORLD YOU'LL FIND FIVE ARCH PORTALS THAT WILL TAKE YOU TO OTHER LEVELS, AS WELL. I THINK THE BALLOONISTS STILL SUPPORT US, AND THEY'LL TAKE YOU TO THE OTHER WORLDS IF THEY FEEL YOU'VE DONE ENOUGH WORK.

CAN'T ABIDE LAZY DRAGONS, THOSE BALLOONISTS!



THERE'S A RUMOR AFLOAT THAT SOME THIEVES HAVE MADE OFF WITH OUR DRAGON EGGS. THE EGGS ARE OUR VERY FUTURE, SPYRO! CATCH THE SLIME AND BRING 'EM TO JUSTICE. AND DON'T BREAK ANY EGGS, FOR FIRE'S SAKE! CAN'T STAND WHEN YOUNG DRAGONS BREAK THINGS THAT AREN'T THEIRS...

Hey, Spyro! Over here!

Spyro, don't listen to that airbag! We know you can do this, and we believe in you! You may be small, but you have a lot of fire in you, and that's a good thing.

RUNNING, JUMPING, AND GLIDING

First, here are a few tips about getting around the Dragon Worlds. First, you may like to run everywhere, but don't forget you can walk, too! This is important on narrow paths and bridges, where the

only thing between you and the void is your common sense and good balance. Gnasty has scattered

gems in some dangerous places, so remember that caution—and a slow pace—is the better part of valor!



Lessons from the Council of Dragons



But make no mistake, running is good, and charging is even better, in certain situations. When you press the Charge button, you'll take off at faster than normal speeds and can break through things you might not be able to normally. Charging will even help you catch up with those devious Egg Thieves or flee pursuing enemies. The downside to a

Charge is that, with your head down in the charge position, you can't see where you're going. This is why we don't normally use it as our preferred method of travel.



Gliding is important, as well. Your wings may be too short to fly right now, but you can still glide from platform to platform. In fact, you **MUST** if you want to reach the end of many worlds. To glide, simply press the Jump button twice. To lengthen your Glide, time the second press for the top (apex) of your jump. Your launching point affects your glide distance, as well. You must be near a platform of the same height as your jump point to land safely, but raise the jump point higher and the distance you can glide increases, as well. Test your wings on the platforms and hills in the Artisans Home World—or anywhere with a net of some sort to protect you.



NOTE

Stray gems or chests mark many of the trickier launch points. If something looks out of place, there's probably a reason, especially if you have areas left to explore and no idea how to get there!



Places exist in the Dragon Worlds where you can perform special actions in addition to your normal moves. In the Magic Crafters home land, special ramps allow you to dash at super-charged speeds. These "Supercharges," combined with a Jump or a Glide, allow you to reach even the farthest areas, especially when you combine the power of two or more Supercharge ramps!



NOTE

To perform a Supercharge+ Jump, press the Jump button the moment you hit the end of the launch ramp—**WITHOUT** releasing the Charge button. Stopping the Charge or failing to jump at just the right moment will cause Spyro to glide feebly, at best, or to plummet into the abyss, at worst. The High Caver level in the Magic Crafters World provides a great opportunity to practice all your Supercharge moves, so don't pass it up!



Spyro the Dragon™

Prima's Official Strategy Guide

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Introduction

Welcome to the World of Dragons

Every once in a while, a game turns up that, while it may not break new ground in the traditional sense, offers the player a complete experience in every venue. **SPYRO THE DRAGON™** is just such a game.

A late-breaking news story just weeks before the 1998 Electronic Entertainment Expo (E3), **SPYRO THE DRAGON** became Sony Computer Entertainment America's diamond-in-the-rough, drawing the attention of the masses and press alike. At last, here was a game that featured a true free-roaming, 3-D environment for the PlayStation game console.

Featuring drop-dead gorgeous graphics, a well-rounded soundtrack by ex-Police percussionist Stewart Copeland, vast worlds to explore, and seamless transitions between the areas within those worlds, **SPYRO** offers a complete package for everyone yearning for a wholesome, humorous action-adventure.

Our hats are off to the team at Insomniac Games and Universal Interactive Studios for creating a truly enjoyable gaming experience. We hope you enjoy the game as much as we did.

Acknowledgements

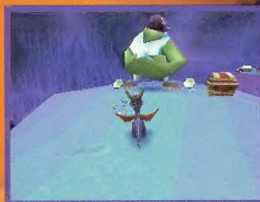
Special thanks go to Seth Luisi and the crew at Sony Computer Entertainment America, for answering our slew of questions; Ami Blaire, for taking time from her busy schedule to get us the materials we needed; and Amy Raynor and Jennifer Crotteau at Prima, for dealing with our ranting and raving during "crunch time"!



ATTACKING GNASTY GNORC AND COMPANY

You know the basic actions now, but you still have to get by Gnasty's minions. You have two weapons at your disposal, Spyro—your sharp little horns and your fiery breath. It's easy to defeat many smaller enemies regardless of which you choose. Others require specialized attacks. Here are a few things to keep in mind:

- 1 Armored enemies resist flame attacks. Charging them is your only option.



- 2 You can't attack enemies much larger than you head-on with your horns. Fire is your best option.



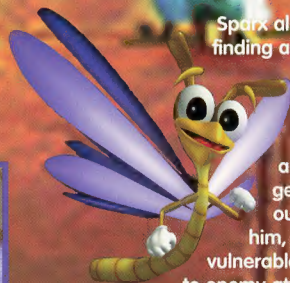
- 3 Seemingly invincible enemies collapse before a Super-charge or Superflame.

You'll also have Flame Fairies at your disposal. You can distinguish these fairies from the rest by their flame-colored hair. They'll fill you full of super-charged fire for a limited period. Friends like these make powerful allies, indeed!



FRIENDS YOU CAN RELY ON

We can't be there to help you, Spyro, but many sources of support exist in the Dragon Worlds. First and foremost is your pal, Sparx. Keep him healthy and golden in color and he'll serve you well. Sparx can take up to three hits from enemies or other dangers before he disappears. To heal him, flame any of the fodder roaming about. Lambs, frogs, gila monsters, chickens, and the like become tasty butterflies when you hit them with your dragon breath or horns, and will even reincarnate your dragonfly friend.



Sparx also is your best ally in finding and collecting the gems. When he's in good health, Sparx flies around grabbing all the treasure around you—including gems balanced precariously on ledges. Without him, not only are you vulnerable to enemy attack, but you must touch each gem individually to add it to your cache.

As the old airbag mentioned, balloonists in each world stand ready to transport you to the next world in line. You must meet the following criteria to proceed, however:

Artisans: Nothing! You start here.
Peace Keepers: Rescue 10 dragons.
Magic Crafters: Collect 1200 gems.
Beast Makers: Collect 5 Dragon Eggs.
Dream Weavers: Rescue 50 dragons.
Gnasty's World: Collect 6000 gems.

Lessons from the Council of Dragons



The best way to guarantee your free passage to all Dragon Worlds is to complete each world/level as you go through it. Explore the environment carefully and don't leave until you've checked off all the items on your Inventory screen.

To view the Inventory screen, just press the Select button and the game will pause while you check out your status. The inventory screen lists each world/level you've entered and the number of dragons, gems, and Dragon Eggs it holds. The upper-left area of the screen displays how much of the game you've completed. Remember, you get a big reward when you hit 100 percent.



There are many fairies and these creatures act as your guardians in our absence



You'll also find Yellow Fairies in certain lands. These yellow-gowned creatures can lift you away or otherwise get you out of jams. You can feel safe whenever you encounter them.



and fulfill a variety of tasks. In addition to the Flame Fairies, Red Fairies—blonde with red dresses—hover above the pedestals of dragons you've saved. Step on the pedestal and they'll ask if you want to save the game, replay the rescued dragon's advice, or simply continue.



BOXES GALORE

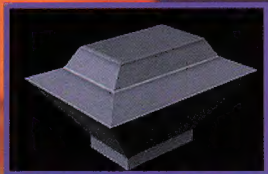
One of your main jobs here, Spyro, is to reclaim our treasure—if only to keep Gnasty from turning more of our gems against us. You'll find treasure virtually everywhere—lying in the open, turned into monsters, or secluded in a variety of chests. Because there are so many chests in the Dragon Worlds, we'll list them for you here:

Treasure Chests

This most common treasure chest is the easiest to break into. A puff of flame or gentle charge is all it takes to turn it into firewood and release the gems inside.

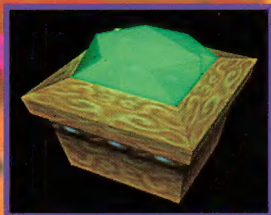
Metal Chests

Because these are made of fire-resistant steel, you'll have hard time breaking in with your breath alone. Charging is the way to go here! (Charge metal chests on exposed ledges from a stationary position.)



Spring Chests

At the top of each of these colored chests is a gem of a corresponding color. Flame the chest or charge it to send the gem flying into the air. Then all you have to do is jump for it (but not necessarily over the box!).



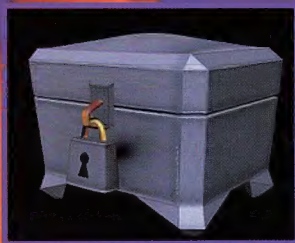
Explosive Chests

When you come across these gem-filled chests of fireworks, ignite them and stand back. The resulting explosion will send a shower of gems sky-high—but it can hurt you, too, Spyro, if you stand too close.



Lock Chests

You'll find one of these in almost every land. Keys to each lie hidden (hopefully) close by. Just put lock and key together and **VOILA**—the top opens and treasure comes pouring out!



1-Up Chests

These chests hold treasure of an entirely different nature. When you break into them, a silver dragon statue pops out and grants you an extra life. There's at least one in each land, so keep an eye out!



Strong Chests

These chests normally are virtually impenetrable, but you can break into them using a little creativity. Launch rockets at them, or rush them with a Supercharge. A little TNT goes a

long way to open these steel-banded chests. Check the area for helpful tools.

FINAL WISHES

The Dragon Worlds hold many secrets—too many to name, in fact. Look everywhere in your travels, and don't get impatient. This game rewards careful explorers and helps them out with sly clues. And although you may think you can handle this quest on your own, please listen to what we experienced dragons have to say. As you go, we'll provide tips and hints vital to completing your quest!

Good luck, Spyro. Now go get Gnasty!



Lessons from the Council of Dragons

World One: Artisans

HOME 1



Welcome to the starting point for **SPYRO THE DRAGON**! Here you'll learn the finer points of being a heroic little dragon, including what you can and can't do. As you

progress through this land and its Arch Portals, keep your eyes and ears open for opportunities to practice your skills. And, as always, explore everywhere and grab as much loot as you can!

BASIC STATS

Dragons: 4

Gems: 100

Fodder: Flocks of tasty sheep!

Difficulty Level: Very Easy (What were you expecting?)



Strategies 2

START

46 Treasure Points:
25 Red, 8 Green,
1 Blue

The raised platform where you start the game offers an excellent view of the surrounding area. It's also the location of the first crystal dragon you'll find. Free him and listen to his advice.



TIP

Since the enemies here won't attack Spyro, feel free to roam about and get a good feel for how to control his actions.



Enemies

GEM THIEF

Defeat Using:
Charge/Flame

Attack Method

These marauders won't attack Spyro, but run away when you spot them. A few well-placed fire blasts or charges will cause them to relinquish a total of five red gems.



GOON

Defeat Using: Charge/Flame

Attack Method

Like the gem thieves, these bandits flee at the mere sight of a dragon bearing down on them. Toast them or mow them down to undo the magic animating the green gems.



TIP

When Spyro defeats an enemy for the first time, the gem within is released from Gnasty Gnorc's evil spell. If Spyro returns to a previously visited area, enemies he already defeated will return. Defeating them again reveals a life sphere, butterfly, or dragon statue instead of a gem. Collect 20 life spheres to gain another life.



Keep Sparx Healthy! 3

Every time Spyro is hit by an enemy or falls into water, Sparx loses some of his glow (power to protect Spyro). Release the butterflies by ramming or barbecuing the sheep roaming the Artisans Home World so Sparx can gulp them down and regain his protective powers.



Explore Strange New Lands 4

Once you've released all 4 of the dragons and collected all 100 treasures your job is done here.

Uncover the secrets within the other lands by walking through one of the archways.



TIP

Keeping sparx healthy benefits Spyro two ways first, it allows Spyro to take damage without losing a life. Second, the healthier Sparx is, the farther he can fly from Spyro to retrieve gems. If Spyro loses Sparx, he must gather the gems himself.



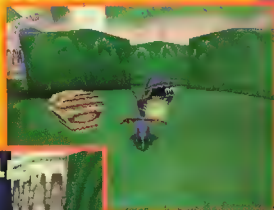
Glide for It! 5

To reach the raised area between the two parapets, Spyro must glide from atop the hill in front of it. Press **X** when Spyro reaches the peak of his jump to maximize glide distance.



Uncover an Extra Life! 6

Nestled at the center of the shrubby maze lies a chest that holds a 1-Up dragon statue.



At the back of this sea of green, the archway into the land of Dark Hollow can be found.

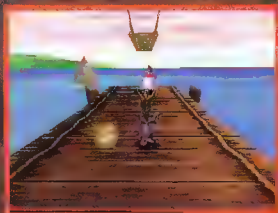


NORTH 7

TUNNEL

18 Treasure Points:
10 Red, 4 Green

The northern castle passage will take Spyro to a pier where Marco the Balloonist will allow our tiny hero to venture into the Peace Keepers World and continue his quest to rescue the rest of his brethren.

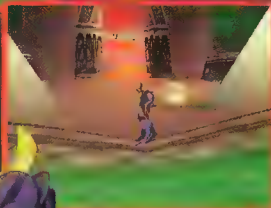


BOSS LEVEL ALCOVE 8

10 Treasure Points: 2 Red, 4 Green



Just beyond the gap lies a peaceful area with plenty of treasure lying around. Grab them up and flame those sheep if Sparx's glow isn't at its brightest.



Not Just Yet, My Impatient Friend 9

Freeing

Argus, this mighty dragon will instruct our impatient little dragon how he can enter the Dragon's Mouth and take on Toasty, the boss of the Artisan Home World.



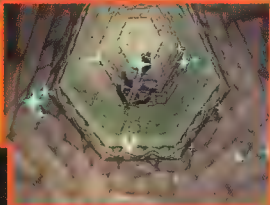
EAST TUNNEL 10

26 Treasure Points: 20 Red, 3 Green

At the end of this passage lies another imprisoned dragon and the archway into Town Square. Here you'll learn to use the camera system to carefully plan your glides!

Town 11 Square Ahead!

You'll find the archway to Town Square at the top of the tower. Simply run, jump, or walk into the column of swirling sparkles and they'll whisk Spyro there.



Gliding Lesson, Part 2 12

After you reach the top of the tower, use the **▲** button to line yourself up before attempting to jump to the adjacent towers. Press the **✳** button once to jump off the platform and glide onto the tower tops to either side and recover the treasure!



Leave No Stone Unturned! 13

Not all the gems will be found laying around in plain sight. So search out all the winding paths and the backs of towers and such.

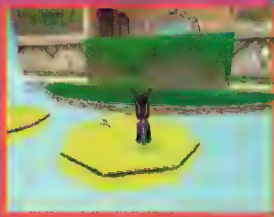


Advice from the Council of Dragons

Spyro,

Each of the five Dragon Worlds you encounter comprises a Home Base, three Regular levels, one Treasure Round and a Boss stage. The Treasure Rounds usually are hidden and take a little brain power to find. But don't worry, some of the dragons you've rescued will give you hints to their locations!

Rumor has it there's a well-hidden secret area within the Artisans World where dragons learn to fly. To uncover its location, explore the area near the waterfall.



Artisans



STONE HILL 1



BASIC STATS

Dragons: 4
Gems: 200
Locked Chest (and Key): 1
Egg: 1
Fodder: Lots of yummy sheep!
Level of Difficulty: Easy (But with a few tricks!)



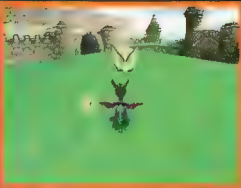
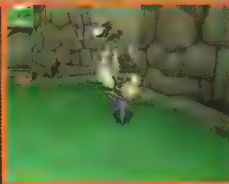
Standing in an open field to the right of where you enter the Artisans World is the arch to Stone Hill. Inside you'll find pastoral plots of land nestled along the seashore. This is a good beginner land for using Spyro's basic skills.

Strategies 2

PASTURE 1

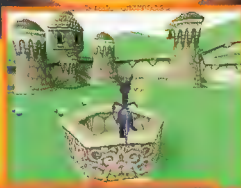
53 Treasure Points:
12 Red, 8 Green, 5 Blue

The entrance arch drops you off here, in a large circular pasture filled with sheep and their guardian Rams. Running around the outside of this arena will fill your coffers with gems. Just keep an eye on the three Rams—they'll charge when you get within a certain distance.



Well-Diving 3

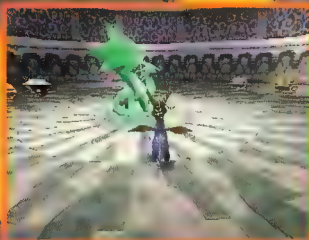
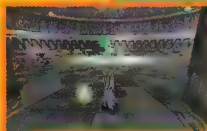
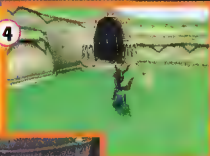
Go ahead! Jump down that well! At the bottom the crystallized dragon, Gavin, guards a Locked Chest. Its key is well-hidden in a cave off of the balcony where the fourth dragon, Astor, and the Exit Warp lie.



NORTHERN TUNNEL 4

36 Treasure Points: 15 Red, 8 Green, 1 Blue

The tunnel to the north will take you to a chamber filled with treasure—and another dragon. Quickly grab what you can before Gnasty Gnorc turns it into another monster! Then rescue Lindar and save your progress!



Enemies

RAMS

Defeat Using:
Charge/Flame

Attack Method

These woolly creatures with the big horns will charge you if you get too close. Sidestep their attack or toast them to put them in their place.



SHEPHERDS

Defeat Using:
Charge/Flame

Attack Method

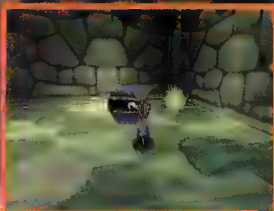
The Shepherds of Stone Hill don't take kindly to dragons eyeing their flocks of sheep, and have been known to take a swing at them with their crooks.



THE PALACE 5

40 Treasure Points: 3 Red, 6 Green, 5 Blue

Within the palace lies more treasure and an Extra Life Box, as well. Defeat the Ram then make your way to the balcony where the Dragon, Astor, waits along with the Exit Warp. But don't leave yet! You have much more to explore.



Head for the Beach! 6

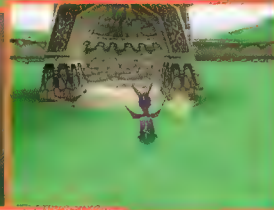
Can't find that missing key? Have you gone beach-combing yet? Jumping off the palace balcony leads you to a sandy shore and a mysterious cave. You'll find treasure galore here (including that pesky key). When you're ready to leave, take the Whirlwind at the far end of the beach!



THE TUNNEL AND TOWER 7

44 Treasure Points: 10 Red, 8 Green, 4 Blue

The tunnel to the south of the palace area leads to another circular pasture. This area is inhabited by those delicious flocks of sheep, as well as their Shepherds. Hug the walls to collect all of the treasure lying around, then take out the enemy. When you're done, a ride up the Whirlwind in the tower is in order. That's where you'll find the last dragon.

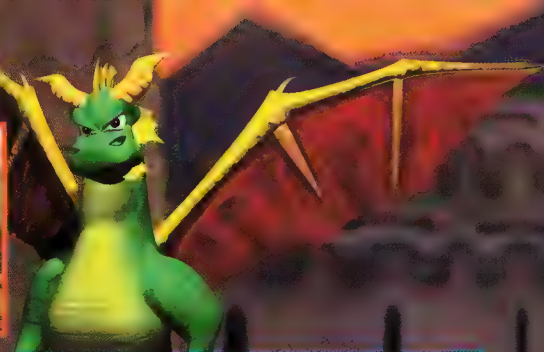


Artisans



Gliding Lesson ⑧

Gildas (dragon number three) gives you hints on how to fly farther—and with good reason! You must follow his advice to the letter to reach the perimeter lands atop the pasture walls. Line yourself up where you think you're closest to the walls, and then JUMP! Pressing the **X** button again at the top of your jump will extend your glide and allow you to reach those out-of-the-way places!



WALL TOPS ⑨

25 Treasure Points: 9 Red, 8 Green

Be sure to explore the perimeter lands thoroughly.

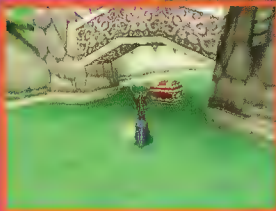
You have a lot of ground to cover and many a secluded gem to find. Don't worry though, the markers designate an invisible shield designed to keep you from straying too far.



Advice from the Council of Dragons

Spyre.

Search everywhere in your quest to collect all of the gems! You'll find them scattered everywhere—especially in out-of-the-way places!

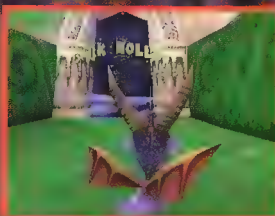


Stop that Egg Thief! ⑩

Flying off the tower in the second pasture area lands you on the perimeter of this world. Traveling around the tops of the walls, you can't help running into this blue-cloaked thief clutching an egg. Race after him and either butt him with your horns or flame him with your breath to make him surrender his precious contraband!



DARK HOLLOW 1



The arch for this level is tucked away in a twisty hedge maze. It's tricky to find, but you won't encounter much difficulty once you're inside. That doesn't mean you can goof off on the job, though!



BASIC STATS

Dragons: 3

Gems: 100

Locked Chest (and Key): 1

Fodder: Frog legs, anyone?

Level of Difficulty:

3 Dragons and 100 Gems?

This level is a piece of cake!

Strategies 2

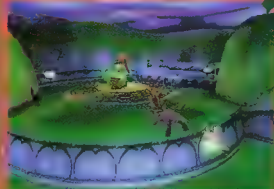
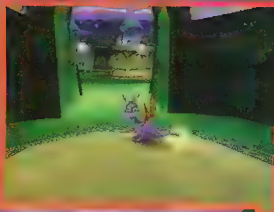
27 Treasure Points:

11 Red, 8 Green

This gloomy world is inhabited by both Frogs and Gnorcs of all sizes and preparation. If this level teaches anything, it's how to handle different types of monsters.

The Gnorc Soldiers you can either flame (once their shields are lowered) or charge.

However, once you've cleared the ground floor of them, you'll have to look higher to get to where Alban the Dragon waits.



Enemies

SOLDIER

Defeat Using: Charge (or Flame when their shields are turned)

Rewards: Red/Green Gem

Attack Method

These troops tend to cower when you approach, but their dagger strike can knock Sparx senseless. Keep your distance when you see them lower their shields!



GNORC WARRIOR

Defeat Using: Flame

Rewards: Green/Blue Gem

Attack Method

Big and mean as they come, it's no wonder these Gnorcs are armed with a big club. Toast 'em before they flatten you!



GNORC SENTRY

Defeat Using: Flame

Rewards: Blue Gem

Attack Method

Get too close and these hall monitors will push you back with their big bellies! Because their armor doesn't reach behind them, wait until their backs are turned before flaming their butts.



Artisans



15



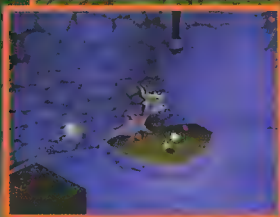
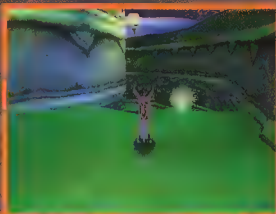
Climbing and Wying 3

To get to the first dragon, you'll have to jump from the top of the highest pedestal in the courtyard. (When you get to the top you'll find this level's Locked Chest!)

LOWER COURTYARD 4

32 Treasure Points: 11 Red, 3 Green, 3 Blue

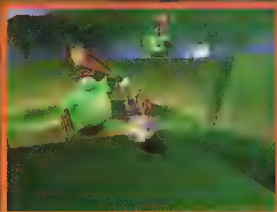
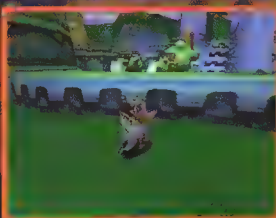
Two of the three dragons in this level are pretty easy to find. The third is easy to overlook, unless your keen eyes spot the hidden staircase down to another chamber. Get past the sentries and you'll find not only the dragon, Oswin, but also the missing key! While you're there, don't forget to pick up the red gems someone left scattered on the floor around the platforms.



UPPER COURTYARD 5

41 Treasure Points: 20 Red, 8 Green, 1 Blue

Only a short step up a phalanx of Gnorc Soldiers and a big ol' Gnorc await. Try to take out the Frog Soldiers first while staying out of the range of that Gnorc's club. One blow and you'll be as flat as a pancake!

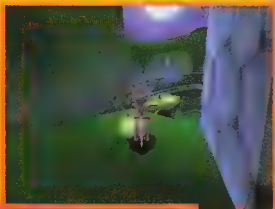


Once that area's cleared, hop up the staircase and deal with the next Gnorc infestation. The one in the pit's pretty fierce, but you'll find that you can barbecue him with ease if you attack at the very bottom

of the stairs. Then it's up to rescue Darius, who will give you some helpful—although late—advice!

Offsides 6

Lighting those two bonfires won't get you anything, but they'll illuminate two out-of-the-way niches off to the sides of the Upper Courtyard. To get there, glide from either side of the wall. Don't forget to open the Extra Life chest in the nook on the right!



Advice from the Council of Dragons

Spyro,

Pay attention to the wisdom of the dragons in this area! They're full of advice for dealing with certain types of enemies. You're better off head-butting armored enemies, because your flames only make their armor rosier from the heat.

On the other hand, you're too small to take on oversized enemies with your horns alone. Flame-broiling those guys is the only way to get



Artisans



TOWN SQUARE 1



BASIC STATS

Gems: 200

Dragons: 4

Egg: 1

Fodder: Chickens galore!

Level of Difficulty: Easy (for a Fly-Dragon like you!)



Take the Warp Tunnel in the tower on the other side of the Artisans Home base to find the portal to this level. Town Square comprises many glide points, so learn to glide well and do it fast if you want to clear this world!

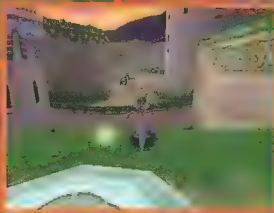
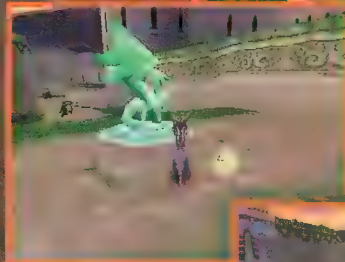
Fortunately, most of the glide points are obvious, even to a young dragon like you—but that doesn't mean you won't have to figure others out!

Strategies 2

GLIDE ONE

18 Treasure Points: 5 Red, 4 Green, 1 Blue

You start off in Town Square in one of the lowest spots in town. Take heart, since you're only a stairs climb from the first Dragon. Once you've freed Nils, use the pad as your flight guide. You won't get anywhere unless you position and time your glides well!



Enemies

EL TORO

Defeat Using:
Charge/Flame

Attack Method

Like the Ram, these beasts will charge you if they see you coming and try to gore you with their horns. Nasty!



TORREADOR

Defeat Using:
Charge/Flame

Attack Method

As long as a Bull is chasing these guys, they won't give you a second thought. If their

distraction is removed, though, you'll have to dodge their flailing fists.



Watch Out for That Bull! ③

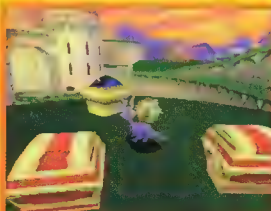
This glide is pretty straightforward. Just time your leap well so you don't fly into the path of that charging Bull.



Charging for Gems! ⑤

There's a gem in that box there, but you'll have to jar it loose before you can claim it.

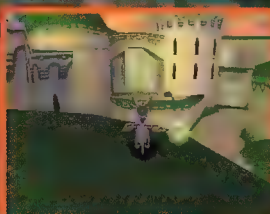
Charging the case (or even flaming it) causes a gem of the same color to leap into the air. Now all you have to do is jump for it.



GLIDE TWO ④

17 Treasure Points: 2 Red, 5 Green, 1 Blue

Once you've cleared the square of Bulls, take another climb up the stairs to your next gliding point. There's an Extra Life Chest on the other side just screaming out your name!



GLIDE THREE ⑥

25 Treasure Points: 5 Red, 3 Green, 2 Blue

If you're not careful, you could forget to make this next leap! Do I need to remind you how very much Spyro hates water? On the other side of the pond you'll find the dragon, Devlin.

Free him and watch the bullfight in the next square.



Look Before you Leap! 7



Believe it or not, Spyro isn't a big fan of water and he drowns easily. Before you run over a precipice, check to see what lies below—just in case your wings fail!

The Toreador's Song 8

The Toreadors and their mighty Bulls congregate 'round the fountains in the courtyards of Town Square. Around and around they go, paying attention to no one—until you roast one of them, that is!



Chase 9

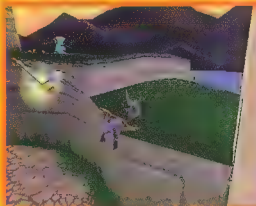
45 Treasure Points: 7 Red, 9 Green, 2 Blue, 1 Yellow
To get to the next area, all you have to do is climb these stairs and then perform your own "running with the bulls." There are three sets of horns that you'll have to pass through here (not counting the Bull whose busy chasing the Toreador, so don't let down your guard. Another dragon awaits as well as the whirlwind home.



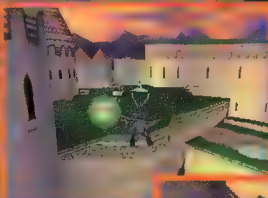
Flying Blind 10

To get the Egg Thief the dragon Alvar warns you about, you must jump to the next highest level.

But how? Try this: Jump on the platform at the top of the staircase into this area (you know, the one surrounded by chickens!). If you jump just right, you can glide around the wall and onto the plot of land around the corner. Knowing how to do a blind jump comes in handy in later levels.



You'll have two more glides to make until you reach the dragon, Thor, at the end. Be careful where you make your leaps and try to find the shortest distances. Once you've freed Thor, you can jump down and glide only to the exit.



SAFARI 11

95 Treasure Points: 11 Red, 12 Green, 6 Blue, 3 Yellow
Congratulations on making it this far! Those blind glides are pretty tricky and have to be timed just right. You're only a short chase to the end and you'll want to be thorough in picking up gems, lest you have to make the whole flight again. Look around every corner and in every nook, just to be on the safe side.



Those Pesky Thieves! 12

Now that you've made it onto the walls, you must catch that irritating thief. If you're good, you can make a quick leap onto the next level of land and charge after him. If you don't gore or flame him before he gets out of the tunnel, you'll have to jump off the wall and do it all over again. After you get him, continue your trek around the walls and rescue Thor, the fourth dragon.



SUNNY FLIGHT



If you play around the waterfall enough (hint: check out the stones!), you'll discover the portal to this world. Once inside, you must fly quickly and nimbly to get all 32 items before your time runs out!

BASIC STATS

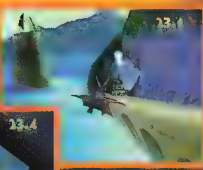
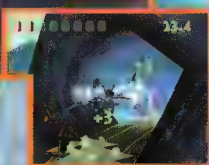
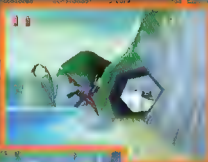
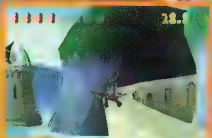
Barrels: 8

Chests: 8

Arches: 8

Planes: 8

Level of Difficulty:
Medium to Easy
(Depends on your
piloting skills.)

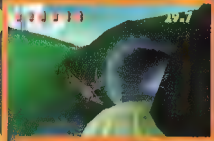


Time Is of the Essence!

You start with only 30 seconds on the clock to complete this course. Thankfully, Spyro receives bonus time for each item he collects/flyes through.

BARRELS

The easiest way to complete this course is to start by collecting the barrels. Flying against the direction in which the four trains travel allows Spyro to flame the cargo barrels and gain a three-second bonus for each barrel he explodes. After he collects all eight, fly over both sets of train tracks, veer off to the cave below, and move on to the chests.



TIP

Try to keep Spyro to one side of the tracks and let loose with a blast of fire as each train approaches. Approaching head-on, Spyro may collide with the train engine and spend down to two water bombs.

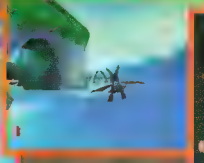
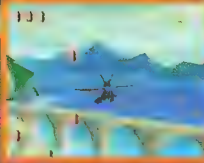


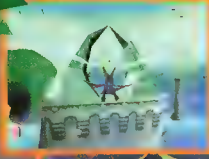
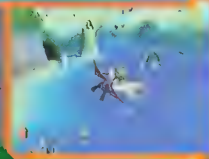
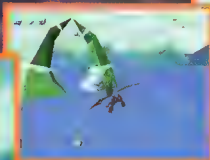
CHESTS

As Spyro flies into the cave's mouth, he finds a small tunnel that exits into a circular area that holds five of the chests. Try to toast the center one first; then fly close to the area's outer wall and take out each of the other four. After capturing all eight of the chests, move on to the arches and planes.

ARCHES: PART 1

Fly back out of the cave, take a sharp left, and proceed, hugging the cliff wall and flying through each of the first six arches as they appear. As with the other items on the course, each successful fly-through adds three seconds to the clock.





PLANES

After Spyro flies through the sixth arch, the eight planes lie directly ahead. Like the trains, flying against the direction the planes are moving in allows Spyro to toast these aerial targets quicker than following them. After downing them, complete the course by flying through the two remaining arches.

TIP

The two groups of planes fly in similar pattern but in opposite directions. Focus on taking out one group, and then follow up with the second.



NOTE

When you complete the course in time you get a status screen with a display of the items of your flight. If you manage to collect all 8 items in each category you'll receive an additional 'All In One' bonus as well.

COMPLETED

BARRELS	8/8	15
ARCHES	8/8	15
PLANES	8/8	10
CHESTS	8/8	10
ALL IN ONE		20
TOTAL		180

PRESS X TO CONTINUE

TIME ATTACK

YOUR TIME: 1:48.10
BEST TIME: 1:51.63

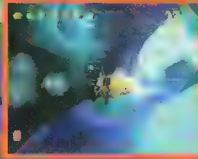
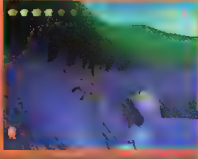
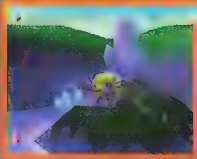
NEW RECORD

TRY AGAIN YES

Advice from the Council of Dragons
Spyro,

Don't worry too much about ending up in the dust. It won't cost you a life, and you can replay this level as many times as you like. And after you complete the course, you can replay it again to try to beat your best time.

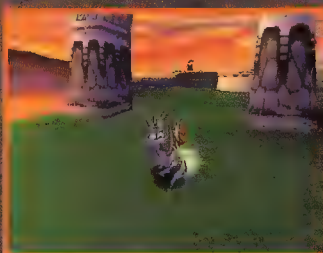
The timer is replaced with a time-sloped display so you can monitor your progress.



Artisans



TOASTY 1



BASIC STATS

Dragon: 1

Gems: 100

Fodder: None

Level of Difficulty: Medium-Easy
(Lack of fodder and the bites of those watchdogs makes this level a challenge!)



You can visit this first Boss stage only after you run through one of the three Regular levels in the Artisans World. As in the game's other levels, you must gather gems and rescue dragons.

However, at the end you'll encounter a fearsome boss who needs to learn a lesson!

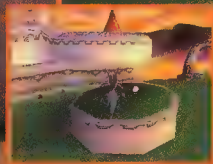
Strategies 2 TO THE CASTLE

24 Treasure Points: 12 Red, 6 Green

As Spyro makes his way up the pathway, he'll have to contend with several groups of Shepherds and their dogs. Slink up to them slowly and cook them once they're within range!

Jump or Glide 3

To reach the small raised area with the two red gems, Spyro can glide from the raised area with the Shepherd and the two dogs or use a well-timed jump.

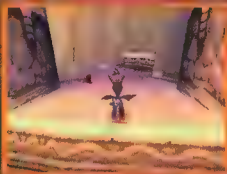


CASTLE HALLS 4

30 Treasure Points

12 Red, 9 Green

Within the walls of this castle, more gems under the influence of Grasty Gnome's spell await you.



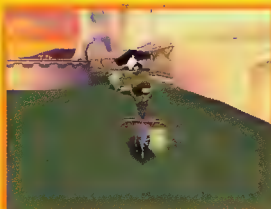
Enemies

SHEPHERDS

Defeat Using: Charge/Flame

Attack Method

They're back for more! These wizened old shepherds now guard the pathway to Toasty! As before, time your attack with the swinging of their crooks and you should have no problem eliminating them.



SLEEPING DOGS

Defeat Using: Charge/Flame

Attack Method

The saying goes, "Let sleeping dogs lie," and getting too close to these hounds can get Spyro flattened! Ease up to them slowly and blast them with flame once they're in range. As they jump in the air to pounce, take them out for good with a second blast of fire.



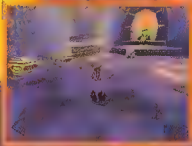
TIP

If you find that these hounds are taking too long to eliminate, they're sure to run or roll. The way of their pounce is slowed by a very flat little dragon!



More of the Same ⑤

You must be getting close, given the number of guard dogs and shepherds in this area. Take them out as before.

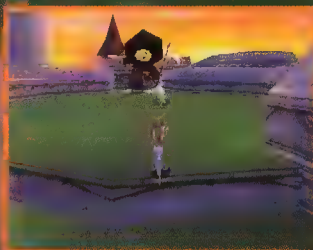


TOASTY: ⑥ THE SHEEP IN WOLF'S CLOTHING! JACK-O-LANTERN'S CLOTHING!

46 Treasure Points:

2 Red, 7 Green,
6 Blue

Past the other side of the castle, lies Toasty, Gnasty Gnorc's guardian. Defeat him to release the Artisan's World from Gnasty's evil spell.



Free Nevin! ⑦

Releasing Nevin opens this world's only save-game pedestal. If you don't save here, you must start the level over should Spyro fail to defeat Toasty!



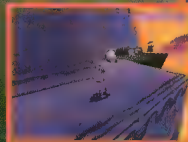
One, Two, Three... ⑧

It takes three good blasts of flame to shear this sheep! Unfortunately, you must take out six dogs to do so. As with the other large enemies, you can't defeat Toasty by charging him. You'll just have to get close and turn up the heat.



Heading Home ⑨

If you've defeated Toasty but find yourself short of the 100 gems this world offers, consider retracing your steps back to the castle. Jump onto the raised area leading outside and follow the ledge around the corner.



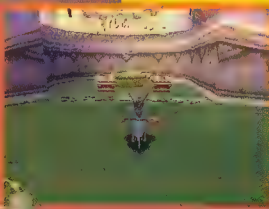
TIP

Be sure to use L2 and R2 to rotate the camera as you round the corner. You don't want to let an enemy get the jump on you.



Heading Home ⑩

Once you've defeated Toasty, gather up the rest of the gems in the chests and head back to the Artisan Home World by stepping into the swirling column of sparkles.



Artisans



World Two: Peace Keepers

HOME ①

Mario's battles are back! Return to a beautiful world of desert plains and canyons. Now Spyro must contend with a desert army of Foot Soldiers and even stronger artillery. As in the *Dragon Home* world, the Arch-mage Nefarious finds his lair hidden into yet world's five other lands.



WARRING THE CANNON ③

Defeat Using: Charge/Flame

When you enter the garrison, you'll find a charging cannon. There are plenty of



enemy places in which to find large amounts of hidden treasure.

BASIC STATS

Dragons: 3

Gems: 200

Dragon Eggs: 1

Fodder: Agile Desert Hares

Difficulty Level: Easy

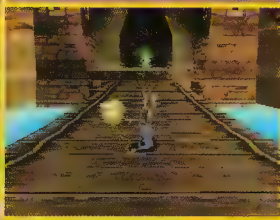


Strategies ②

START

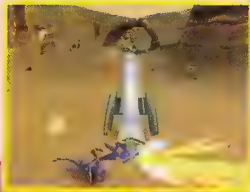
A Redwing Pigeon flies from the docks, make your way into the stone garrison, and release the dragon.

After this, you'll see a Foot Soldier, and then exit out the other end into this world's main area.



Fight Fire with Fire! ④

When Spyro removes a soldier from a cannon, he can use the weapon himself! To line up a target, position Spyro near the rear of the cannon and push the pad/stick so he uses his head to turn the cannon. When you've taken aim, flame that fuse to launch your own attack.



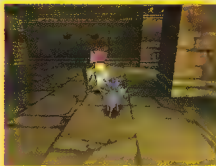
Enemies

FOOT SOLDIER

Defeat Using:
Charge/Flame

Attack Method

If Spyro moves into their patrol range, most Foot Soldiers won't hesitate to stick him with their spears. However, some will turn tail and duck under cover of the nearest tent.



CANNON PATROL

Defeat Using: Charge/Flame

Attack Method

When these soldiers see Spyro coming, they'll head for the big guns and start firing at our little hero! Avoid incoming shells by zigzagging toward them. To defuse the situation, circle around the cannons and ram or roast the troops.



Run, you Coward! ⑤

Although many soldiers will attack Spyro on sight, some prefer to turn tail and run. Expose these cowering would-be deserters by flaming their tents. Occasionally, some of these soldiers can't resist taunting our tiny dragon friend. You know what to do.



Magnus ⑨

The launch point for Gosnold the balloonist lies directly behind Magnus the dragon. After you retrieve 1200 treasure, he'll fly you to the world of the Magic Crafters. Don't forget to grab the 1-Up dragon in the chest behind him!



Dry Canyon ⑥

Just beyond the pair of dueling cannons lies the Archway to the Dry Canyon lands. Three treasure chests lead to this entrance.



Brrrr—Ice? In the Desert? ⑩

Directly behind Magnus is a small passage downward. At its end, you'll find the Archway entrance to the Ice Cavern lands.



Tastes like Chicken ⑦

These bouncing bunnies will release the butterflies Sparx needs to keep his healthy glow.



Cliff Town ⑧

Almost directly across from the first set of tents, you'll find the entrance to the Cliff Town lands.

Step through the Arch to enter this desert city.



Demolition Time! ⑪

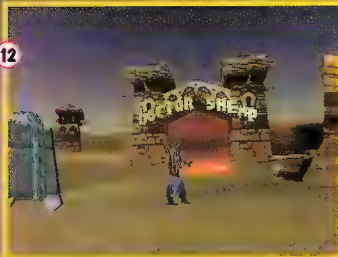
The steel-banded chests may be impervious to fire and being kicked around, but let's see them stand up to the power of an artillery shell! Use the cannon to break open these treasure troves and recover the gems within.



What's Up, Doc?

That Authority leads our little dragon into the hands of the witch doctor, Shemul. Make sure Spyno is in good health before entering the journey.

12



"X" MARKS THE SPOT!

53 Treasure Points: 3 Red, 3 Green, & Blue

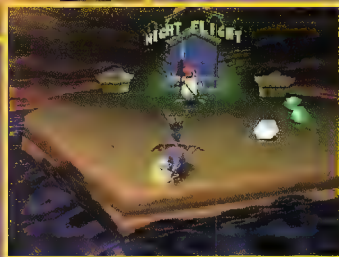
To access a hidden area, Spyno must use the nearby cannon to blast away at the large bull's-eye on the bluff. Move the cannon into position, set loose with a blast of flame, and eliminate this distraction.

13



Night Flight 14

On the other side of the bull's-eye bluff lies the entrance to the Peace Keepers Treasure Round, Night Flight. By the time you finish this flight course, you'll have no problem performing complex glides in the regular world.



Gunnar 15

Release Gunnar the dragon and rescue the Dragon King from the hooded thief. You must survive to the north's edge to close the portal.

The portal runs through a hole in a cliff.

Scams, remember to move the key while you're here, you'll need it just ahead.



TIP

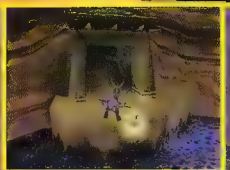
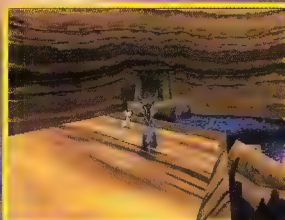
If you sneak up on the right side of the egg, then you'll run right into him!



THE GREAT DIVIDE 16

27 Gem Points: 2 Red, 5 Green, 3 Blue

Carrying the key, bridge this gap with a well-timed glide to reach the cave on the other side. Within lies a large cache of stolen dragon gems!



DRY CANYON 1

Hidden in a crevice along the eastern wall of the Peace Keepers Canyon lies the Arch Portal to Dry Canyon. This level is filled with Gnorc Musketeers, sharp-beaked Falcons, and a few blind glide points. You must stay on your toes to discover all the secrets this canyon holds!



BASIC STATS

Dragons: 4

Gems: 400

Locked Chest (and Key): 1

Egg: 1

Fodder: Bunnies!

Level of Difficulty: Tricky (for the first level of the second world—but fun!)



You start in a basin of land below a busy, well-fortified canyon fortress. As you make your way forward, pick up the treasure lining the riverbanks and watch out for

Gnorc Musketeers. They may be napping when you first spot them, but they'll soon wake and be at the ready.

A path to your left (around the tower's base) as you enter the passage is filled with guarded gems you won't want to miss.

As you walk through the channel, you'll encounter the first dragon on a platform to the right. Hop up the stairs and free him from his crystal prison. The stairs on the left are important, but come back to them after the coast is clear.

FALCON

Defeat Using: Charge/Flame

Attack Method

These large birds stand sentry atop their posts awaiting interlopers. Barbecue them as they swoop toward you—while you're still beyond their reach!



Enemies

GNORC MUSKETEER

Defeat Using: Charge/Flame

Attack Method

With their trusty shields to protect them, these soldiers delight in taking potshots at Spyro. Dodge their bullets to deliver a well-placed charge, or flame them when their guards are down.



BIRD WRANGLER

Defeat Using: Flame

Attack Method

Often flanked by Falcons, these hefty men use birds as their weapons, swinging them 'round and 'round. Dispatch them quickly with a touch of Spyro's fire.

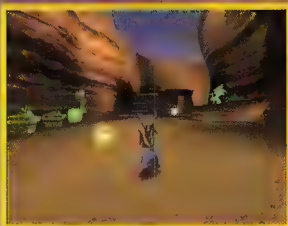


2 CANYON FLOOR

132 Treasure Points:
6 Red, 18 Green,
4 Blue, 7 Yellow



Across the stream and around the back is a cluster of Forts and is Bird Wrangler for its work. They Falcons will remove all their points to attack us.



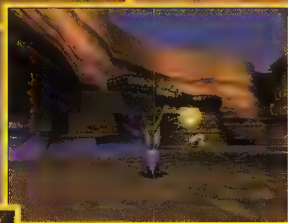
FORTRESS INTERLUDE 4

107 Treasures (Points: 87 Gold, 21 Gems, 11 Blue, 1 Yellow)

Use the first set of stairs leading to the Musketiers plant their barrels and use the canyon side. The glide is dangerous here, but if you can't glide, make the ledge, as possible. You took the time to clear the land below.



Soon as you come in range, so stay in the ready. A quick burst of flames is usually all it takes to turn them into dragon.



Down the stairs a Bird Wrangler and three Musketiers guard a corridor. Don't let them



catch you off-guard and deplete your life (or Sparx's), because you'll find a trio of Falcons and Wranglers at the end.

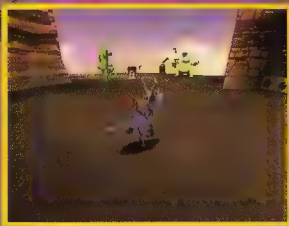


After you clear this bottom floor (ignoring the next set of stairs), backtrack to where you found the first dragon and get set to head upstairs.



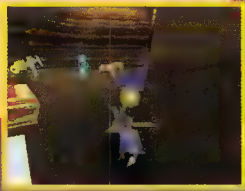
Dispose of them and take stock of your surroundings. Dragon number two, Ivor, is dead ahead, and another Falcon trio waits to your left. To the right lies a platform

with an Extra Life chest and rock steps leading up the canyon side.

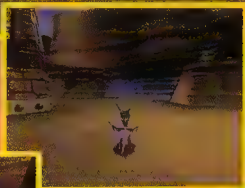


Thief at 9 O'Clock! 3

As you enter the canyon, keep an eye out for an opening to your left. A thief lies in ambush there. Chase him around the stone base (watch out for the stream) and reclaim his stolen booty.



Wander to the right of the Dragon Fortress to find a way to the top—and a lone mountain in the middle of nowhere.



Take out both bird parties and head to the top of the fortress—your point of flight for the Extra Life platform and the canyon steps.

After clearing this area, you can exit the way you entered or jump down from the notch in the canyon wall.

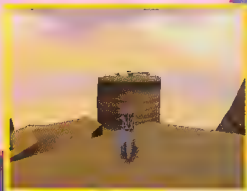
Fireworks Time! 5

In the world of SPYRO THE DRAGON, almost everything is flammable. Take this chest of fireworks, for example. Light the fuse with your flame and the package will explode in a shower of gems. Just don't get too close.



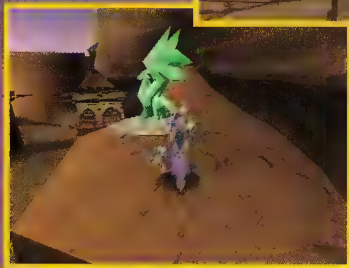
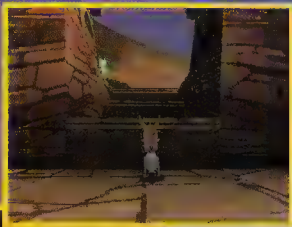
Treasure Ahead! 6

On a floating island, you'll find riches beyond compare. Before you fly there, however, you must acquire a certain key. Most of the island's loot is locked securely within a chest. Don't worry, the key is in a safe place.



UP THE CANYON STEPS 7

91 Treasure Points: 8 Green, 6 Blue, 2 Yellow, 1 Purple
You can approach this area up the second set of stairs on the canyon floor or from that notch in the wall. Clear the area of treasure and enemies as you go, making sure to rescue the third dragon on your way. Don't forget the Extra Life chest!





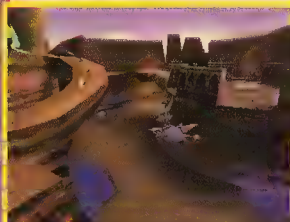
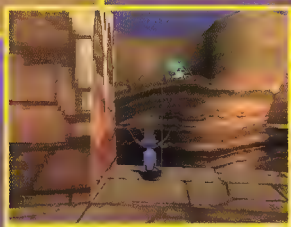
How to Get That Last Dragon... 8

18 Treasure Points: 8 Red, 2 Blue

You can see him from the Exit Warp—but how do you reach that platform? Boris the dragon is of the opinion you must be an expert glider. Jumping from the platform where you first



The Exit Warp is surrounded by treasure and most Musketeers, lies across the bridge to the Watch Tower. As for the fourth dragon, he's on a ramp to the right. Wonder how you get there?



rescued him, you'll find yourself en route to another fortress. Through the hall on the other side is another ledge that looks out on what seems to be nothing. Do

a blind glide left (follow the line of red gems), however, and you'll be amazed at what turns up!



CLIFF TOWN ①

The Arch to this level lies in the middle of the battlefield, where you're most likely to overlook it. Beyond is a spacious town built at the base of, and into, a cliff. **Look everywhere; treasure is scattered far and wide.**



BASIC STATS

Dragons: 3

Gems: 400

Locked Chest (and Key): 1

Strong Box: 1

Egg: 1

Fodder: Gila Monsters

Level of Difficulty: Easy (if you follow your elders' advice!)



Strategies ②

GROUND FLOOR

113 Treasure Points: 16 Red, 11 Green, 13 Blue, 1 Yellow

In this level, it's **ABSOLUTELY VITAL** you search every corner and niche for hidden treasure. Gems and chests are tucked away anywhere and everywhere! Don't worry about the chests on the roofs just yet. You'll get to them in time.

On the other side of the bridge, past the Pueblos, is this level's first dragon. He stands out in the open, so don't hesitate to run up and rescue him.



Enemies

PUEBLO

Defeat Using: Charge

Attack Method

Sent off to battle by their señoritas, these troops run and take up defensive positions, courtesy of their steel capes. If you're not quick to butt them out of existence, they'll attack with their sharp daggers, so beware!



FAT LADY

Defeat Using: Flame

Attack Method

They can't hurt you, but their slaps will send you flying—and if you're near a cliff ledge, that could be a bad thing. Toast them with your breath, and then heat up their pots for an easy extra gem.



FALCON

Defeat Using: Charge/Flame

Attack Method

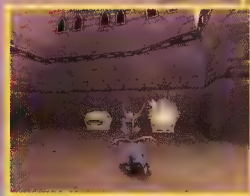
Making an encore performance, these bad birds will swoop down on you from their lofty perches if you aren't careful.



From here, you'll have the familiar feeling of an Egg Hunt. You must chase him through the main granddaddy streets of Cliff Town, as usual, on your way out for Pueblo.



Before climbing the cliff, check out the little alley at its base. It's not a life thief, but it is a source of treasure!



Nothing Like Home Cooking! ③

The Fat Ladies are cooking up a storm—good news for a gem hunter like you. When you flame a Fat Lady, make sure to hit her cauldron. The extra heat causes another gem to pop out!



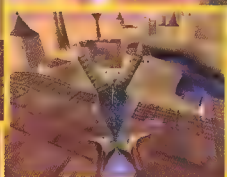
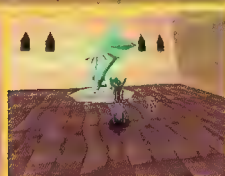
UP THE STEPS ④

170 Treasure Points: 9 Red, 8 Green, 15 Blue, 7 Yellow
Climb the steps, alert for Fat Ladies and their Pueblos. This is the worst place in all of Cliff Town to get slapped in.

At the top, check out the area around the Exit Warp. The gems here get you a lot closer to the



480 mark. Then rescue Buzz and return to his flight plans. His platform makes a great place to stand. You can reach the top of the cliff from the roof of the main building.



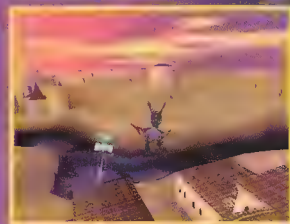
Light a Rocket! ⑤

Before gliding across the river, try opening that Strong box. From this vantage, you can fly easily to the roof with the little red fire rocket on the edge. Lighting this with your flame sends it spiraling through the air until it hits—you guessed it—the Strong box. This is but one way to open those highly secure boxes, so file it away for future reference.



ACROSS THE RIVER ⑥

57 Treasure Points: 11 Green, 3 Blue, 1 Yellow
Here you must fend off Falcons as you collect the green gems scattered about. Look everywhere lest you miss one (or the two beneath the cliff face). Then rescue Marco before leaping off the cliff. For your trouble, he tells you all about the advantages of his lofty perch.



HAPPY GLIDING! 8

60 Treasure Points: 8 Red, 1 Green, 1 Blue, 2 Yellow, 1 Purple

From Marco's peak, you can reach two important gem locations: The roofs are out in the open and entirely visible.

The other area is hidden. Jumping from the cliff edge near the force field, you can just glide over and land on the narrow ledge behind your entrance point.



There you'll find a line of red gems—and a valuable purple one in a metal case.



Surprise Whirlwinds 7

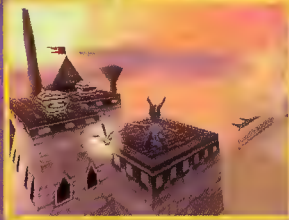
This level is home to two Whirlwinds. What? You didn't notice them? That's because only certain events will trigger them. Rescuing Marco causes a Whirlwind to appear between



the two houses near the cliff in town, perfect for returning to this lofty glide point. After you clear the level of treasure, you can take another surprise



Whirlwind to the top of the steps, and the Exit Warp. This one appears after you get to the top by conventional means!



ICE CAVERN ①

The portal to this level is well-hidden in a deep chasm. Beyond is a snow- and ice-covered world, where narrow icy ledges and snowball fights prevail. I wonder how well Spyro handles the cold?



BASIC STATS

Dragons: 5

Gems: 400

Locked Chest (and Key): 1

Fodder: Bats

Level of Difficulty: Hard (This is the hardest level in Peace Keepers, but careful dragons should have few problems.)



Strategies ②

ENTRANCE

14 Treasures: 1000
18 Red, 13 Green,
3 Blue, 1 Yellow

From the cupola where you land, follow the path left. Spyro gets good traction in ice and

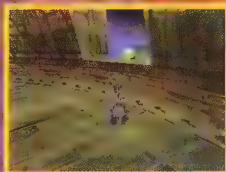
snow, so don't worry about him slipping.

But that's the least of your problems. Brutal Snow Gnomes and mischievous Snowball Troopers fill this area. Keep an eye out for both. Fodder for Sparx may be plentiful here, but a stray snowball might knock you somewhere bad.



Treasure is plentiful here, too, but explore this path well. Some rocks might

Fittingly, Utric, the first dragon you'll encounter, is wreathed in gems.



Enemies

SNOW GNORC

Defeat Using: Flame

Attack Method

Avoid the fists of these scary purple beasts! If you flame them from afar, they can't smash you.



SNOWBALL TROOPER

Defeat Using:

Charge/Flame

Attack Method

These Gnorc troops blend into the scenery and can throw far. Each snowball hit dims Sparx's glow one increment, so clear the area of these guys.

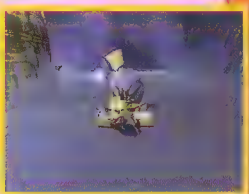


SKI PATROL

Defeat Using: Flame

Attack Method

Big Gnomes on skis—what could be more pleasant? This is another speedy unit to hobble quickly.



ARMORED GNORC

Defeat Using: Charge

Attack Method

Like most of the larger Gnorc troops, these brutes rely on simple pounding. To rid the Ice Cavern of them, charge them over the ledge.

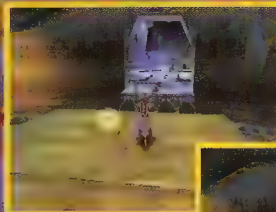


NOTE

Watch your step!

Ice Cavern contains many narrow ledges and walkways. To pick up all 400 gems, sometimes you must go out on a limb. Spyro won't slip or slide, but one false

move can send him into the void. WALK in these areas.

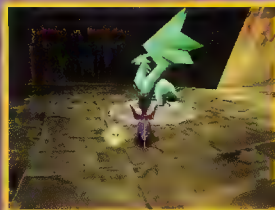
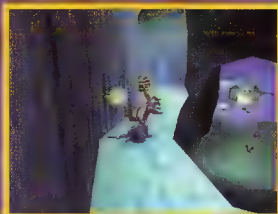


CAVERN 3

104 Treasure Points:
29 Red, 10 Green,
9 Blue, 1 Yellow
In the first room,
remember to
explore the ledges
after rescuing the
second dragon.

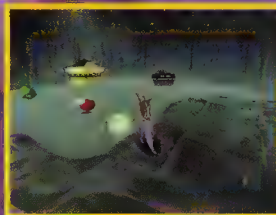
A locked chest sits
on the balcony off
this room—and
opening those is
always rewarding.

The next area is a
snowy walkway
guarded by
Armored Gnorcs
and the like. Charge
them over the edge
and make your way
carefully along the



path
into the next room,
where dragon
number three
awaits your help. A
nasty Snow Gnorc
guards the treasure

filling his room.
Defeating these
should be no
problem by now,
so toast away!

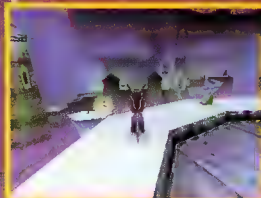


NOTE

Look for the Telltale Gems

Every so often you'll find a gem that
seems out of place. Depending on the
circumstances, these gems can be markers
for important glide points. Here in Ice

Cavern, this
green gem sits
precariously
on a ledge
over a float-
ing platform.
Is this a clue?
Why don't
you glide and
find out?



Charging Lampposts

4

A careful observer will spot the gems atop many of the Ice Cavern's lampposts. How do you reach them? A simple charge will do, but don't get too heavy-headed, lest you fall off the ledge.



Exit

5

88 Treasure Points:

18 Red, 18 Green,

1 Blue, 2 Yellow

After you leave

the cavern

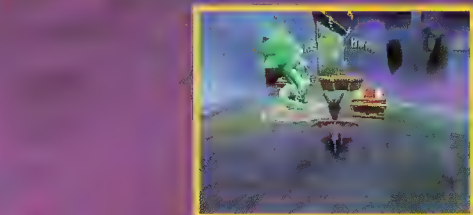
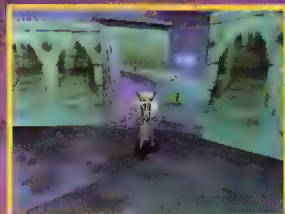
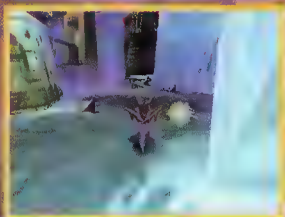
behind, head

right, where a

couple of gems

lie along another

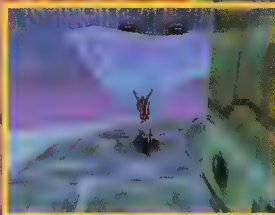
ledge. Grab them and continue.



You must cross the gorge on this narrow bridge to free the fourth dragon and use the Exit Warp. This is one area where you won't want to dash or run.

Walking gives you far more control over Spyro's actions. After making it safely to the other side, rescue Asher and check out the catacombs behind the Exit Warp.

The catacombs are rich in treasure, but if you faithfully gathered all the treasure you could find as you went along, you're still short of the 400 mark. It's time to search for hidden places.



SECRETS IN THE SNOW

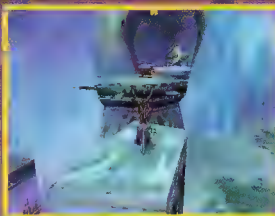
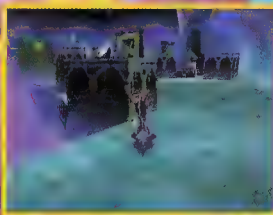
6

133 Treasure Points:

14 Red, 17 Green,

11 Blue, 3 Yellow

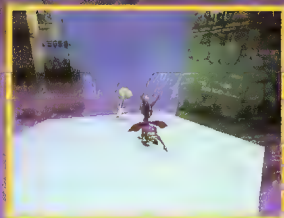
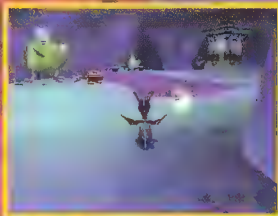
From Ander's pedestal you can see the opening to another room high



In the canyon wall. Try jumping from wall section to wall section (follow the gems on top) to get there.



Finally, you'll find another snowy cave filled with treasure—and Grizzly Gnorc's henchmen. As you make your way around, watch out for the Ski Patrol! They'll make their last and their snowballs make them fatal. Don't forget to break the gems at the checkpoints. Just beware of snowball-throwing troops as you line up your charges. Around another bend, you'll find the level's last dragon and an exit into the catacombs.



The second "secret" area is the platform with the key for the locked chest. You can reach this easily by gliding from the chest's balcony. A green gem marks the spot you should jump from. After collecting the key, run back through the cavern and collect your reward.



The final secret takes you easily to the platform of Extra Life chests. The platform off the starting area is the perfect spot to glide from. Just aim between the two stalactites and veer right as you glide through.



Peace Keepers



NIGHT FLIGHT



You must fly quickly and precisely to complete this course in the allotted time and collect every ring, chest, arch, and light.

BASIC STATS

Rings: 8
Lights: 8
Chests: 8
Arches: 8
Level of Difficulty: Medium



Strategies

With 25 seconds on the clock, there's no time to lose. This level's bonuses are smaller, as they appear every second.

RINGS

Flying through the sequence of rings guides Spyro through a tunnel into the next section of the course. With a second added to the clock with each successful fly-through, you should have close to the original 25 seconds by the time you complete all eight.

CHESTS

After passing through the last ring, Spyro will be lined up for his next set of targets—the chests. The first three are grouped fairly close together, with enough space between them to allow for a few changes.

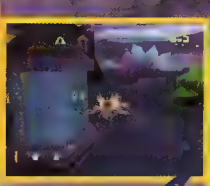
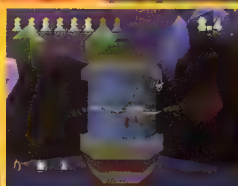
TIP

Turn your fire blasts to avoid waiting until the last second to hit each chest. Remember, the flames fan out and travel for a short distance, so you have to room to work.



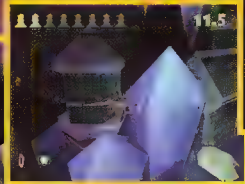
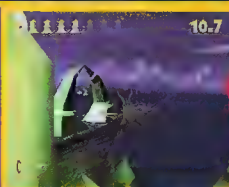
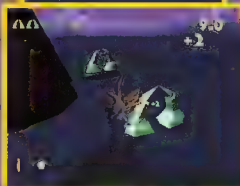
After the first group, you must bank left sharply (indicated by the Air-Sign Fairy) to begin your assault on the next group of four chests. Dive sharply to get a bead on the fifth chest. Remember to pull back before ramming the stone platform or plunging into the water! The last chest is easy and, with a quick, short bank left, pushing forward on the stick puts Spyro in line for the third set of targets—the arches.





TIP

All is not lost if Spyro smacks into an obstacle and plummets toward the water below. Quickly tap the **X** button once to pull him out of the spin and regain control.



ARCHES: PART I

Coming down from the last treasure chest and hugging the water's surface will allow Spyro to soar at breakneck speeds for a short period. Because the path is relatively straight, you can take advantage of this extra burst of speed in clearing the first four arches.

LIGHTS: PART I

As Spyro soars through the fourth arch, break hard to the right and dive back to light up some Lighthouses. The pattern for them is horseshoe-shaped, leading back to the fifth arch, where you can pick up where you left off and complete them.

Spyro closes in on each glass tower, shooting a flame blast lights them up. As with the trains in World One, the best way to collect these objects is to keep them just left of center on your approach and let loose with a fan of flame just before banking away.

ARCHES: PART II

After passing through the fifth arch, prepare to dive quickly to pass through the next two, just above the water's surface. A short climb and turn left puts you in a perfect position for the eighth and final arch, with the three remaining Lighthouses just ahead.

LIGHTS: PART II

After Spyro flies through the eighth arch, you must dive again, low, to light up the fifth Lighthouse. Light up the next one, keeping it on the right, and bank left to bring the final Lighthouse into sight and range.

ALL COMPLETED			7.8
RINGS	8/8	60	+2
CHESTS	8/8	60	
ARCHES	8/8	60	
LIGHTS	8/8	60	
ALL IN ONE		60	
TOTAL		360	
PRESS X TO CONTINUE			

Peace Keepers



DOCTOR SHEMP



BASIC STATS

Dragon: 1
Gems: 300
Level of Difficulty: Medium



Strategies 1

CANYON PATHWAY

For Treasure Points: 13 Green, 22 Blue, 1 Yellow, 1 Purple
Making his way to the canyon passage, be on the lookout for advancing Tribesmen and club-swinging Fat Ladies.



TIP

Always use L2 and R2 to pin ground-based enemies before proceeding into uncharted territory.



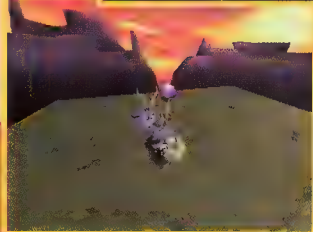
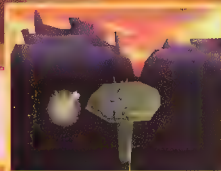
Hey, What's Over There? 2

Near the rising column of sparkles, a lone Fat Lady stands in the distance. Defeat her to see what she's hiding.



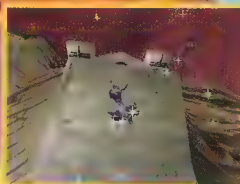
To the Top! 3

Ride this second column to really gain height. You'll need every inch to make that jump and retrieve the purple gem.



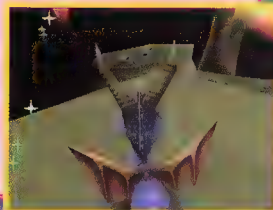
Ride the Wave 4

At the end of the canyon passage, a swirling column carries you to the ledge high above.



Don't Forget the Key! 5

Before entering Doctor Shemp's abode, use this elevated area to glide to the raised bluff and recover the key and the other treasure.



Enemies

KAMIKAZE TRIBESMEN

Defeat Using: Charge

Attack Method

With a swat on their backsides from the Fat Lady, these Tribesmen hurl themselves fearlessly toward Spyro. In fact, as long as

you avoid them, they'll continue running and screaming right off the edge to their deaths!

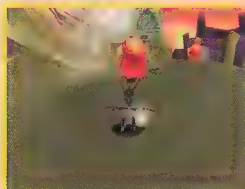


FAT LADY

Defeat Using: Flame

Attack Method

These large women don't take kindly to dragons and won't hesitate to use their large clubs. They'll swat Spyro out of the way if he tries to ram them. Flambé them when you're in range.



JUST WITCH DOCTOR ARE YOU, AGAIN?



Treasure Points: 6

3 Red, 3 Green,
11 Blue, 2 Yellow,
1 Purple

The good (witch) doctor's home consists of three platforms linked by rope bridges. Unfortunately, they only roll down

into place as the doctor passes each area.

NOTE

Trondo, this level's lone dragon, stands at the bottom of the tunnel. Free him and listen to what he has to say. His advice will help you defeat the witch doctor, Shemp.



Strike One! 7

The fireproof vest the doctor wears protects him from our hero's fiery breath, but his backside is more vulnerable. When he starts moving around, get behind him and roast him.



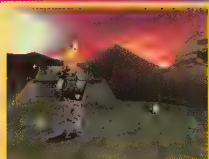
Returning to the Lone Fat Lady 8

Now you have a route to the Fat Lady you couldn't reach before. Glide from the top of the first platform and make your way through the tunnel. Remember to grab the treasure along the way!



Strike Two! 9

The strategy changes a little as we move to a more direct approach. Don't hesitate: Walk right up to him. As the Doctor starts his wind-up to club Spyro, let loose with a volley of flame and send him hopping on his way.



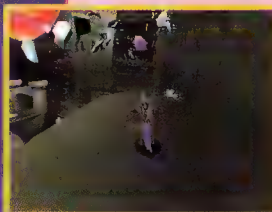
You're Outta Here! 10

The last hit requires Spyro to move in close and jump over the skull-topped staff as Doctor Shemp attempts to knock him into tomorrow. Fry him as he spins around from the force of his attack.



Unlock the Chest 11

Using the key from the first area, glide to the small ledge and unlock this chest to reclaim the purple gem within!



Going Home 12

Having defeated Doctor Shemp, rescued Trondo, and collected all 300 gems, it's time to return to the Peace Keepers Home World.



World Three: Magic Crafters

HOME ①

The land of the Magic Crafters is a magical one. The gems-turned-Druids now command the terrain itself!



BASIC STATS

Dragons: 3

Gems: 300

Dragon Eggs: 2

Fodder: Soft Tender Lambs!

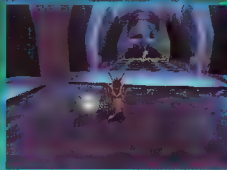
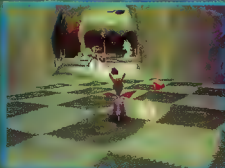
Difficulty Level: Medium



Strategies ②

THE ICE CASTLE

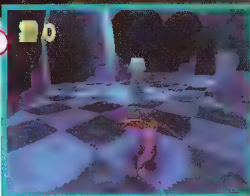
29 Treasure Points:
7 Red, 6 Green, 2 Blue
Beyond the two pools, within the castle, the Armored Druids congregate in full force while a Blue Thief covets another Dragon Egg in the hallway to the left.



Stop That Thief! ③

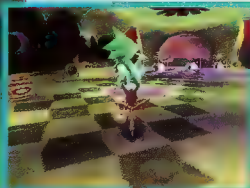
Yet another of those insufferable giggling creatures is running around with a stolen Dragon Egg. Steam-roll him to end his laughter. Lining Spyro

up to cut the corner of the first turn pretty close from the area just past the pools, you should be able to ram or incinerate him. If he makes it to his little perch, return to the pools and wait for him to come down again.



Cosmos ④

The Armored Druids seem to enjoy having one of the dragons as a centerpiece for their area of the castle. Free Cosmos from his crystal prison, and then bulldoze those birds.



Enemies

ARMORED DRUIDS

Defeat Using: Charge

Attack Method

Armored Druids hold their ground until something gets too close. Then they move in and will knock you senseless with their clubs. Their armor protects them from Spyro's fire attack, so knock them over by ramming them.



DRUIDS

Defeat Using: Charge/Flame

Attack Method

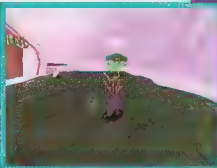
These crazy Druids can't seem to make up their mind how they want their surrounding landscape. Dash to rush them before they can raise the ground around them and block Spyro.

GREEN WIZARDS

Defeat Using: Charge/Flame

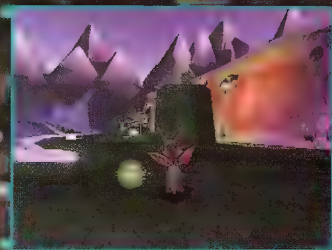
Attack Method

These little Wizards cast lightning from their fingers when Spyro gets too close. Running away may not be enough—the lightning bolts follow!



OUTSIDE, PART I 5

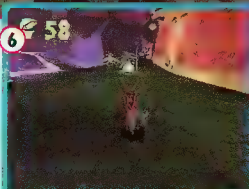
75 Treasure Points: 10 Red, 5 Green, 6 Blue, 1 Purple



Outside, the world's gone mad!! Sections of terrain heave and swell to the power of the gems-turned-Druids.

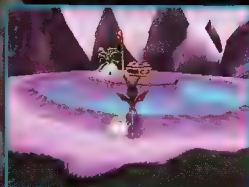
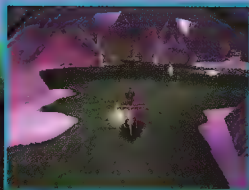
Ramming Speed! 6

Approaching the Druids causes them to raise their defenses—as well as the surrounding land. To restore order, you must race toward them and ram them before they can react!



Egg Thief Court 8

At the top of the winding path, an Egg Thief happily parades around displaying his treasure. From the center of this area, follow him until he's in range; then give him a good blast of flame.



Approach this island from the side with the treasure chest. After you get the treasure from the chest, charge the Armored Druid. Remember to stop as soon as you hit him, or Spyro will end up in those icy waters.

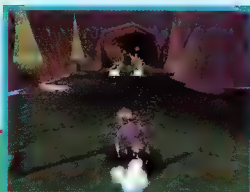
Zantor and the High Caves 9

At the top of the Supercharge ramp, releasing Zantor allows him to explain the finer points of "supercharging." Just behind him is the Archway into the land of High Caves.



Supercharge Past the Druid 10

To gain access to the cave beyond, Spyro must supercharge his way down the ramp and eliminate the Druid at the cave entrance before he raises the surrounding ground to block the way.



Alpine Ridge 7

The land of the Alpine Ridge lies behind the Archway off the path, left of where Spyro exited the Ice Castle.



The Cave 11

17 Treasure Points:
3 Red, 2 Green,
2 Blue

This winding tunnel provides access from one side of the mountain to the other. Clear the path of enemies to allow Spyro to pass through quickly.



Boldar and Crystal Flight 12

Within the cave lies the imprisoned Boldar and the Archway to the flying land, Crystal Flight.

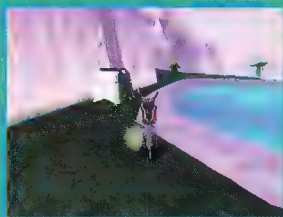
Don't forget those gems behind the arch!



OUTSIDE: PART B 13

Treasure Points: 3 Red, 4 Green, 7 Blue, 3 Yellow, 2 Purple

Outside the cave passage, a Druid shifts a portion of the wall back and forth, making the crossing tricky. Wait for the right moment, and then rush and bowl him over!

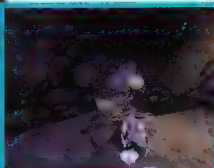


The Strong Box 14

Dragon Breath and normal ramming aren't enough to open this steel-banded chest. You must build up some momentum and crash

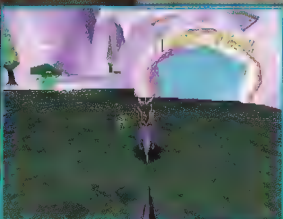


into it! Start at the top of the Supercharge ramp and race down through the cave to open this box.



Wizard's Peak 15

At the top of the winding path lies the entrance to Wizard Peak, guarded, of course, by a group of the little Wizards.



Worth the Trip! 16

To get the treasure, Spyro must venture onto the narrow ledge over the icy water. Once he's there, a bigger secret is revealed.



Following the Lonely Path! 17

Outside the cave, another path runs down to a lake in a forested Dead Lands. Beyond it, another Dead Lands will be blocked off by ice in the center of the lake.



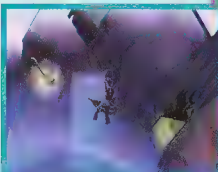
Blowhard 18

Enter the land of Blowhard the Mighty! Beyond this Arch lies Gnasty Gnorc's minion of the Magic Crafters World.



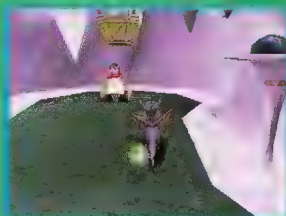
Using the Key 19

You say you've found a key but not the chest it fits? Simply journey back to the terrace where the High Caves Arch is and glide off the edge toward the distant waterfall. In midflight, the target destination will come into view. Once he's inside the cave, Spyro can unlock the chest.



Meet the Ballroomist 20

At the end of the path behind the Archway to Blowhard, two pillars allow Spyro to proceed into the Magic Makers World—after he recovers the Dragon Eggs.



ALPINE RIDGE 1

Alpine Ridge is home to the same annoying Green Druids you had to defeat to reach the portal to this land. You also will face many large, cantankerous beasts and their bird-like farmers. Good



This level is filled with Druids moving things back and forth and up and down. You must dodge their obstacles and move quickly to defeat them. Once overcome, they'll flee. As always, don't get so



caught up in defeating enemies that you forget to scour the land for gems and other goodies.

This level's first dragon lies on the other side of the arch the Armored Druid guard. Zane wants to know if you're afraid of those scary monsters.

Are you? If not, fly to the platform below, where one lies in wait.

BASIC STATS

Dragons: 4

Gems: 500

Dragon Egg: 1

Fodder: Lamb

Level of Difficulty: Easy
(...compared to what lies ahead. And that's not saying much!)



Strategies 2

ROAD OF DRUIDS

126 Treasure Points:
9 Red, 11 Green,
9 Blue, 5 Yellow

As soon as you land on the opening platform, prepare to be

attacked. The large Beast ahead will attack as soon as you make a move toward him. Dousing him with flame is the only way to defeat him.



Enemies

BEAST

Defeat Using: Flame

Attack Method

When the Beasts come lumbering after you, make sure you have some flame ready. You'll have an easier time if you attack first.



ARMORED DRUID

Defeat Using: Charge

Attack Method

You know these creatures from the Home World.

Flame them and watch out for their staves.

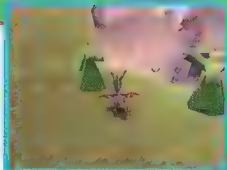


DRUID

Defeat Using: Charge/Flame

Attack Method

You'll see a lot of these earth shifters—and wish you hadn't! Mow 'em down with your horns (or sear them with your flame) and put an end to their magic spells.

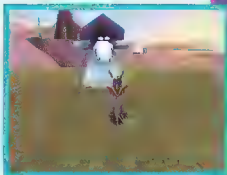


ELDER WIZARD

Defeat Using: Flame

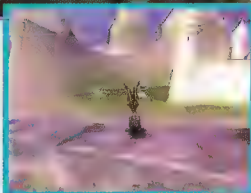
Attack Method

Lightning is the favored weapon of the magical set, and these Elder Wizards are no exception. Scorch them quickly before they unleash their magic.



What's a Gem Doing There? ③

This archway is more than decorative. If you climb to the ledge, a blue gem will show you where to jump and glide to the field on the other side. Pretty clever, eh?



INTO THE CAVE OF ILLUSIONS ④

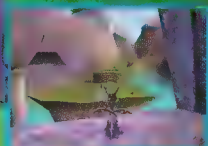
268 Treasure Points: 15 Red, 19 Green, 21 Blue, 11 Yellow

The area ahead is full of Druids waiting to catch you unaware with a hidden Beast or moving wall. Stay on your toes and plan your glides carefully. Jumping just before this wall opens guarantees you'll make it inside.

The path beyond the tunnel is cut into the cliff face. After leaping from the floating island to more solid ground (provided it doesn't smack you in the face), dragon number two awaits you.

The area above the dragon pedestal is home to many Beasts. Take care not to fall in when you empty this pit! As you climb the hill, you'll find a Druid with another one as a present for you.

If you survive the onslaught, you'll find the third dragon at the top of the stairs next to the Exit Warp.



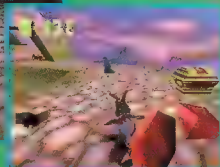
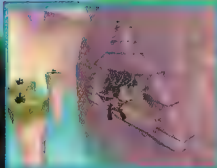
Sleeping Beauties? ⑤

Many enemies tend to fall asleep on watch—these Beasts, for example. When you enter their lair they're sound asleep. Take advantage of that, by all means!

DISTANT COWL ⑥

275 Treasure Points: 13 Red, 14 Green, 13 Blue, 1 Yellow

This treasure platform next to the Exit Warp looks out onto a tiny cave in the distant mountain. Glide carefully and explore the land within. You should walk away with a ton of gems, as well as a Dragon Egg! Remember to free Kelvin before you leave!



Fireworks! ⑦

Didn't your mother warn you about the dangers of fireworks? They may look pretty (and glow out those

pretty gems!), but they can burn you badly if you get too close. Use care when you light the fireworks on these platforms. You'll be in their blast radius unless you flee!



ACROSS THE VOID ⑧

47 Treasure Points: 16 Red, 3 Green, 3 Blue, 1 Yellow

Back at the Exit Warp, fly from the end of the short tunnel back to the starting point. From there, return to the

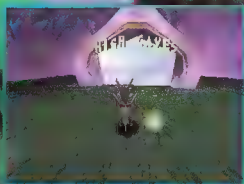
pedestal and hop up the steps on the left to the top. From here you can fly safely to the field on the far side.

Take out the Elder Wizard first, and then that annoying Druid. If you need some healing, snack on the wandering lamb before heading into the tiled area. Around the corner you'll find three more Elder Wizards—and their bolts HURT! Then it's up three disappearing steps, through three annoying Druids, and you're home free!



HIGH CAVES 1

The arch to this level is next to a Supercharge area, which should give you a hint about what lies beyond. Here you'll meet an ally who'll provide more new skills to master.



BASIC STATS

Dragons: 3

Gems: 500

Dragon Egg: 2

Fodder: More of those tasty lambs!

Level of Difficulty: The first of many Supercharge levels. Train here and you can go anywhere!



Strategies 2

BUG CAVE

129 Treasure Points:
15 Red, 12 Green, 8 Blue,
5 Yellow

You can approach this level two ways—going up Wizard's Hill or attacking Bug Cave. Each has advantages, but

either way you end up in basically the same place.

Bug Cave is home to a family of large, armor-plated BUGS! If one spots you making your way through their lair, you'd better run as fast as you can beyond their pincers' reach! Fortunately, you'll find at least one treasure platform in each room where you can collect gems and keep out of reach!

At the end of the fifth chamber lives a new character—the Flame Fairy. This fiery-haired imp gives Spyro the ability to breath Superflame for a short period. This technique is handy for disposing of Bugs.



NOTE

Whether you use the Superflame or the Supercharge is a matter of personal preference. The Supercharge is especially good against the bugs in the middle chamber and the two downstairs to the right (if you can control apples that long!). The Superflame is more reliable for taking out the two bugs in the chambers next to the Flame Fairy upstairs from the middle chamber.

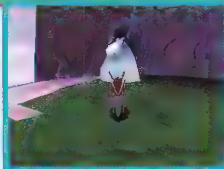
Enemies

ELDER WIZARDS

Defeat Using: Flame

Attack Method

Will these wizards ever disappear?! Flame them—and watch out for their bolts!



TORNADO WIZARDS

Defeat Using: Charge/Flame

Attack Method

As their name implies, these Wizards toss tornadoes to and fro. Stay out of their path as you make your way to attack.

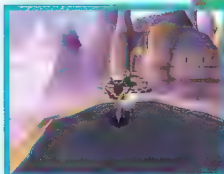


DRUID

Defeat Using: Charge/Flame

Attack Method

They're back and moving things all around, again. Flame or charge them, and make the High Caves safe!



BUG

Defeat Using: Supercharge, Superflame

Attack Method

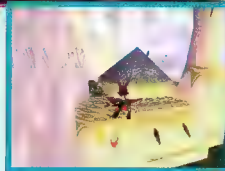
These surprisingly swift creatures will snap at you with their front pincers until you're black-and-blue. Keep out of their way unless you're supercharged!



The Bug Blues! ③

Disposing of the Bug in the first chamber is difficult. Superflame doesn't last through all the rooms, and colliding with the cave's stalagmite obstacles can put a quick end to Spyro's Supercharge.

There's an easy way around this, however. To the right of the Flame Fairy's balcony is a building that provides a great shortcut to the mouth of Bug Cave. Let the Fairy charge up your flames, and then glide on over! The gems you'll find there are reward enough!



At the end of the first chamber, the Flame Fairy waits with a complicated plan about the local Druids. They're moving everything, and it's driving him mad!

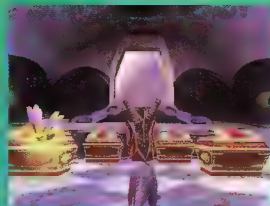


To take out the Druids on the moving towers, wait until they're all there. Then, use your Supercharge to charge the Druid, and then



wait for the tower to stop moving before moving on to the next.

The last tower leads to the entrance of a small treasure room. Grab the gems, and then hop out the window and follow the ledge to the mountain.



Flame Fairy ④

At one end of Bug Cave a pretty Fairy hovers in the air. When she kisses Spyro, he blushes beet red and, for a limited time,

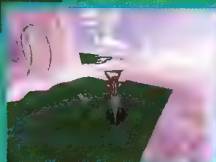
breathes fire hot enough to char 'most anything. Use this to toast those nasty Bugs!

Wizard Hill ⑤

100 treasure Points: 7 Red, 3 Green, 2 Blue, 3 Yellow. Wizard Hill is home to a group of feuding Elder and Tornado Wizards. Take out the Elder Wizards while the tornadoes distract them. As for the Tornado Wizards, their creations follow a designated path. Avoid it and you can take out the



Wizard easily. While trudging up to the hilltop, use the turnoffs to keep yourself out of harm's way.



Magic Crafters

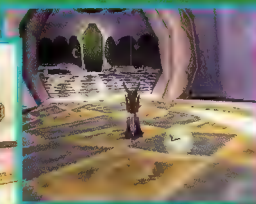
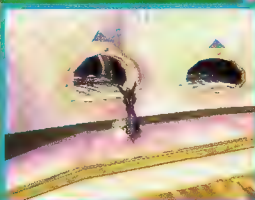
ON THE OTHER SIDE OF THE CAVE 6

103 Treasure Points: 9 Red, 1 Green, 12 Blue, 5 Yellow



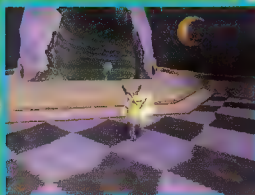
The first thing you'll see into on the other side of the cave is a dragon awaiting rescue. Free him from his crystal cage and explore the area. Some treasure is hidden in the cave.

bridge, you can walk to the first, but to reach the other two, you must fly from the bridge railing.



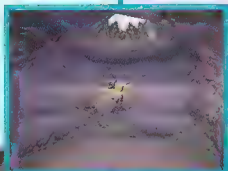
The third room is home to one of this land's two Egg Thieves. You must chase him through the halls to capture him, picking up treasure on the way.

After you rescue another Dragon Egg, it's time to leave. But how?



The Fairy Trio 7

Fairies that come in groups of three can only mean something good. Here in High Caves, they act as a safety net, letting you practice your Supercharge without fear of falling. Fall anywhere in this area and they'll catch you and return you to the top of the dash area.



SUPERCHARGE! 8

140 Treasure Points: 9 Red, 3 Green, 1 Blue, 7 Yellow, 2 Purple

The Supercharge ramp takes center stage for the rest of the level. In fact, mastering this skill now is crucial for the rest of the game. Given the Fairy trio's assistance, there's no reason you should leave this level unskilled.

Use the Supercharge ramp to soar to the caves opposite. The force of the charge will catapult you there, where treasure, the third dragon, and the Exit Warp lie. Don't worry if you don't make it (or slam into a wall). The Fairy trio will pick you up and return you to the top of the ramp.



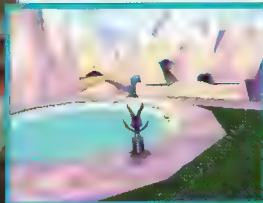
Supercharge + Jump = 9 Super Supercharge

Admit it! The distance you flew with the Supercharge impressed you. Now try pressing the Jump button as you dash off the end of that ramp. You should have no problem reaching that distant area!



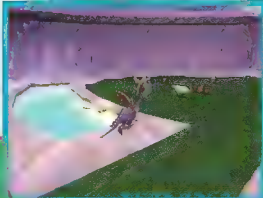
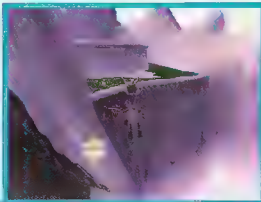
Supercharge + Jump (along with a glide) sends you to a distant plot of land. Be quick to

grab the Dragon Egg Thief here. To return to the mainland, just jump off the end.



On the Other Hand... 10

If you're having difficulty reaching that distant area with the Supercharge, try flying from the left edge of the right-hand cave. If you veer left just after takeoff, you should reach the edge with room to spare!



Advice from the Council of Dragons

Spyro,

Mastering the Supercharge is extremely important in later levels and worlds. Use this level's dash ramp to practice until you feel comfortable with this new skill. Master the Supercharge + Jump skill, as well. That combination will take you to new heights—but only if you remember to keep pressing the Dash button at the same time you add the Jump. For especially distant areas, try gliding after you reach the apex of the Supercharge jump.

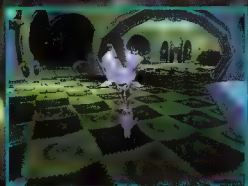


WIZARD PEAK ①

Finding this lofty portal is no challenge once you get handy with the Supercharge. And you'll need to be! This world introduces multiple sets of Supercharge ramps and teaches the importance of using them two at a time.



The World's Elder Wizards have embarked on a quest to fill it with animated Snowmen! I don't know what they mixed into that spell, but these monsters are mean (not like Frosty!) and carry big sticks. As you run through the main part of the castle, they materialize everywhere, usually in the company of one or two Green Wizards. Flame them quickly to take out the whole group without harming Sparx.



BASIC STATS

Dragons: 3

Gems: 500

Strong Box: 1

Dragon Egg: 2

Fodder: Sheep

Level of Difficulty: This is World Three's hardest level. You've been warned.

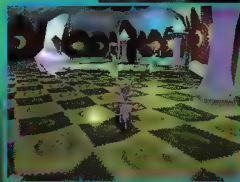


Strategies ②

THE MAGICAL PATH

311 Treasure Points:
17 Red, 17 Green,
24 Blue, 9 Yellow,
2 Purple

Hold on to your hats! We're going to blow through the main road of this world in one swift rush!



In the castle's final room since the first of this world's three dragons. He'll clue you in on the fun of using Supercharge ramps as bowling alleys!

The following sets of Supercharge ramps are good for mowing down the Elder Wizards congregating at the bottom. The ramps are positioned so you can link them easily and double your charge power!



Enemies

ELDER WIZARD

Defeat Using: Flame, Supercharge

Attack Method

This time around they're animating Snowmen! Flame those inside and "bowl" over the ones hanging out in groups.



SNOWMAN

Defeat Using: Flame

Attack Method

These icy monsters just want to beat you to a pulp. It's a shame a little heat wipes them out so easily.

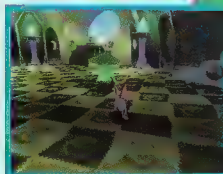


GREEN WIZARD

Defeat Using: Charge/Flame

Attack Method

These lightning-bolt-armed magicians appear in pairs. Don't turn your back on one to defeat the other!



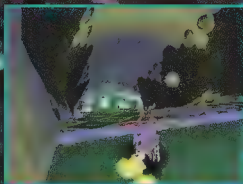
BIRD WARRIOR

Defeat Using: Charge

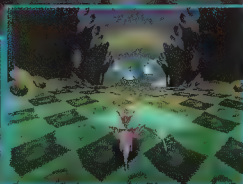
Attack Method

Don't know what these avian warriors are doing in a Wizard's enclave, but they're as mean as ever. Charge them into nonexistence—or let the Snowmen do it for you!





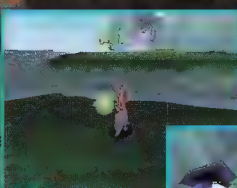
At the top of the fourth ramp, a ledge overlooks a distant pedestal. Have a clue about how to get there?



Use the first and second floors of this level's two Big Thieves. Try dive-bombing him after you get him going in a safe direction! Atop the next set of steps lie dragon number three and the Exit Warp.



Remember, you're only two-thirds of the way through this level! And the remainder is not for the faint of heart...



TIP

Another way to reach this stage Strongbox is to Super Charge from the top of the ramp and head tail straight into it. Your Gem Count will be happy you did.



Outside, free of Wizards and Snowmen, waits the second dragon. Save here: you must pass through another Snowman gauntlet on your way to the Exit Warp.

As you make

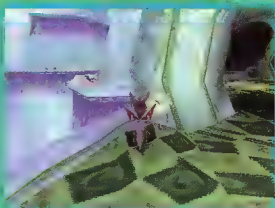
your way up the ramp, an Elder Wizard runs ahead summoning Snowmen to slow you down. Their presence is almost helpful, though: they have a habit of taking out any other enemy units in their way.



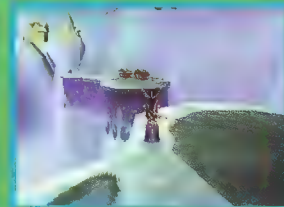
OUTSIDE LEDGE ③

74 Treasure Points: 18 Red, 19 Green, 2 Blue, 2 Yellow

Back at the beginning, you'll find a ledge you can reach from the left edge of the platform you're standing on. This is the first in a series of ledges that will take



you around the outside of the Wizard's den.



NOTE

The ends of the ledge serve two functions. On the positive side, they guide you from area to area. On the negative side, they can push you off these narrow ledges on their return journey. Plan in advance and track them right away.

From these ledges, two glide points lead to the ledges where other Wizards practice their craft. The first is at the end of the ledge system across the "bridge." You can see the tip of the balcony from your perch; when you glide, hug the cliff wall.



The second glide point lies atop the ledges to the right. Look down to see the jewel-encrusted ledge that leads to the other Wizard's balcony.



NOTE

Have your foot in a launch or glide pedestal in case you miss and fall into the void. There are no barriers to help you get back.

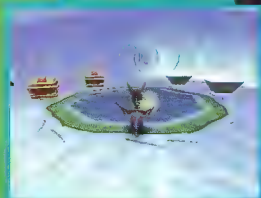
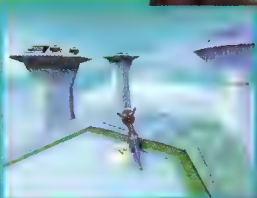
There are two when running down one Supercharge ramp; you won't give you enough of a boost to reach your target. That's when a second one comes in handy. Starting atop the first Supercharge ramp and dashing all the way to one of the two jump points guarantees you enough lift for even the farthest point on Wizard Peak.



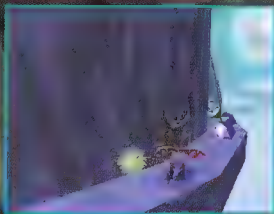
PLATFORMS GALORE! ①

115 Treasure Points: 9 Red, 7 Green, 12 Blue, 3 Yellow

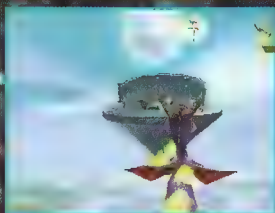
If you've explored the whole level, you must have found the two sets of pedestals at the ends of ramps. Supercharging down two ramps will give you the momentum you need to reach either area. When attempting the set of three, aim for the big pedestal across from the launch ramp. Add a jump to your charge when you hit the end of the ramp or you'll fall a little short of the ledge. Adding the jump, you'll almost leap over your target!



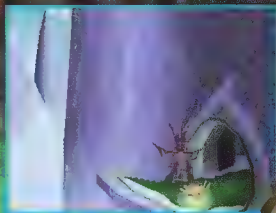
Clear the place of gems (don't forget the ledge in the back!), and then hop over to the two beside you before heading back to the mainland.



The second pedestal can be the hardest to reach. The secret is to add your jump just before you reach the windowsill.



Check out the ledge at the back for the source of the taunting. This is one Egg Thief who won't run away! Then head back to the Exit Warp.



Magic Crafters



CRYSTAL FLIGHT

BASIC STATS

Rings: 8

Arches: 8

Planes: 8

Chests: 8

Level of Difficulty: Medium-Hard



Don't let the course signs

fool you! After the first leg, proceed against the direction the planes are flying to complete this course within the allotted time!

Strategies

As in the previous worlds' courses, the first section is fairly easy. After

that, however, Spyro must fly a near-perfect run to complete this course in one turn!

RINGS

The rings at the start of the course are spaced pretty far apart. You'll have less time left on the clock after Spyro passes through the last one and makes his way toward the arch in the distance.

ARCHES: PART I

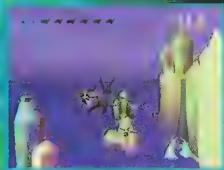
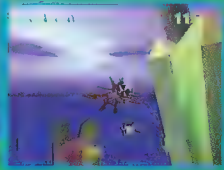
After the first arch, bank hard right to reach the second. After Spyro passes through it, dive low and skim the water's surface to increase his speed. Proceed through the next three arches, and then bank to the path's left fork.

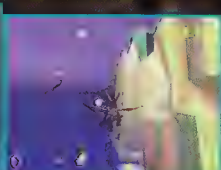
PLANES: PART I

The planes approaching our little hero fly at two alternating altitudes. They're too close together to shoot them all down in one pass, so pick a level and try to take out the first three.

TIP

Make a mental note of the treasure chest location on the stone platform below. Knowing how to position Spyro when you make the second pass will help you collect them.





ARCHES: PART II

After blasting the third plane out of the sky, swoop down and fly through the low archway. Continue along the canyon wall, and then bank right through the seventh arch, where the Road-Sign Fairy is.

PLANES: PART II

Skip the last arch for now and remove the remaining planes as they fly around from the other side. If you were successful in the first run, you shouldn't have to adjust your position much to defeat them.

CHESTS

After shooting down the last plane, Spyro should be approaching the end of the canyon island he's been flying around. Three treasure chests should be in sight. Explode them in order, right to left, and then bank back right and collect the remaining five.

ARCHES: PART III

Once Spyro's collected all eight chests, the only item left should be the lone arch on the other side of the island. Follow the path, cornering at the Fairy, and fly through it to complete the course.

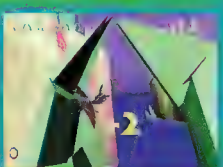
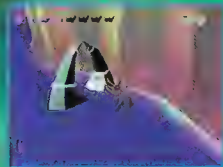
TIP

Don't worry if you still haven't shot down all the planes at this point. You'll have another chance as you loop around the island again.

Advice from the Council of Dragons

Spyro:

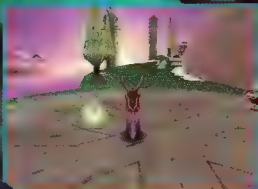
You may not know this, but within the flying courses you can perform a loop-the-loop by pressing **R1**, or a 180-degree turn by pressing **L1** as long as you're not flying too high.



Magic Crafters

BLOWHARD ①

Blowhard is composed of wind and lightning. He and his coven of Green Wizards defend these winding mountain passages.



To release the gems from the chest of fireworks, ignite the fuses, stand back, and watch the display! If Spyro stands too close, Sparx's protective glow will dim.

Wizard Warfare ③

Defeating the Green Wizards is easy if you follow this advice: Wait for them to launch a lightning strike, and then jump over it. Attack them with a charge or blast of flame afterward.



BASIC STATS

Dragon: 1

Gems: 400

Level of Difficulty:

Medium

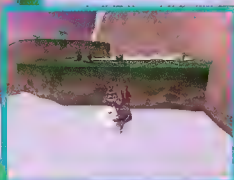


Strategies ②

PATHWAY UP MOUNTAIN, PART 1

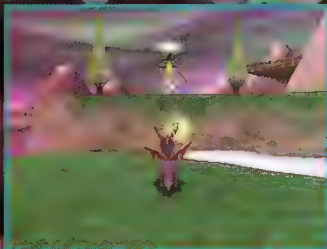
131 Treasure Points: 3 Green, 15 Blue, 5 Yellow

The pathway up the first mountain is straightforward, with small groups of Green Wizards and boxes of fireworks dotting the route.



Blowhard Shows His Power! ④

Blowhard stands at the top of the passage. Wait for him to come down, and then fight him with fire. Hitting him once releases a yellow gem and opens the cave entrance behind as this boss flees.



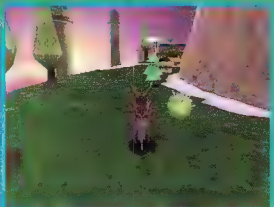
Enemies

GREEN WIZARDS

Defeat Using:
Charge/Flame

Attack Method

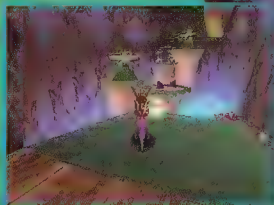
These little electrically charged magic-users are intent on frying poor little Spyro. Avoid the lightning blast with a hop and then charbroil or ram them!



CAVE OF THE DRUIDS ⑤

105 Treasure Points: 1 Red, 2 Green, 10 Blue, 5 Yellow

Within the cave passage, the Druids work their magic, moving platforms up and down and back and forth. Defeat each to end their shifty magic and stabilize the land towers.

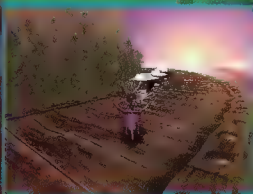


Don't forget the gems scattered on the ledge below!

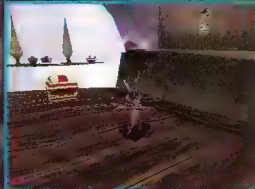


PATHWAY UP MOUNTAIN: PART II ⑦

81 Treasure Points: 2 Red, 2 Green, 1 Blue, 7 Yellow



Gather all the gems lying around, as well as those in the stone and wooden chests, and then move on for Round 2 of the showdown with Blowhard. Avoid his lightning blasts and blast him again to watch him flee.



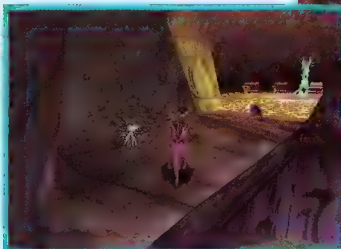
Altair ⑥

Beyond the first section of the Druid caves, Altair lies imprisoned in crystal in this small room.

Free him to hear stories of old.

The second leg of the Druid cave is a bit easier to navigate. The land sections

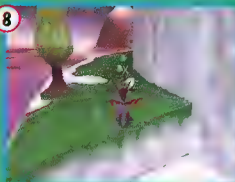
move close enough that Spyro can step right onto them. Ride one to the other side, flame the Druid, and proceed to the next.



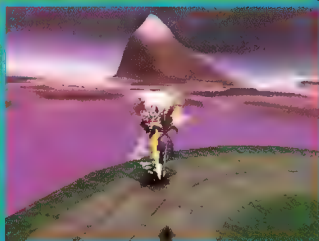
SNOW MOUNTAIN ⑧

83 Treasure Points: 4 Green, 2 Blue, 4 Yellow, 1 Purple

Beyond this long ride lies this journey's final leg. Light the chest of fireworks, climb the pole, and then put an end to Blowhard once and for all.



Using the same strategies as before, defuse this big bag of wind! Be sure to grab the green gems from the chest before returning to the Fairy Kingdom Home World.



World Four: Beast Makers

HOME 1

Warning to the...lovely... swamps of the *Beast Makers* World.



BASIC STATS

Dragons: 2

Gems: 300

Fodder: Swamp Chickens

Difficulty Level: Over Easy (OK, there are TWO tricky areas.)

Strategy 2 THE SWAMPS

41 Treasure Points: 6 Red, 5 Green, 5 Blue

Coming from a balloon ride, Spyro finds himself in one of the most dismal worlds he's ever

seen. There are treasure from wells, and strange, diseased-looking chickens run about. Why would dragons want to live here?



Approach 3 With Caution!

Spyro should take a clue from the swamp-fried chickens that stray too close to this Gnorc, and time his movements accordingly.



Bruno and the Gateway to Terrace Village 4

Around the corner from the two electrifying Gnorks you'll find Bruno the dragon and the archway into the Terrace Village land.



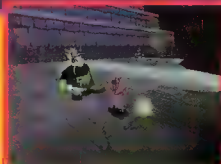
Enemies

ELECTRO GNORCS

Defeat Using:
Charge/Flame

Attack Method

Either these Gnorks really enjoy their work or the tunes pumping out of their radios are pretty cool. Thanks to their battery-powered backpacks, these guys add a little charge to the surrounding area, courtesy of their cattle prods. Wait for the electricity to dissipate, and then make your move.



BOAR

Defeat Using: Flame

Attack Method

Be quick to flame these charging wild pigs—or face the sharp end of their tusks! Although you can outrun these wild animals, it's better just to roast them.





BOAR, BOAR, AND MORE BOAR 5

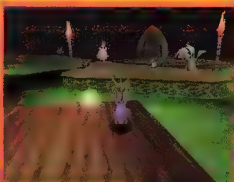
137 Treasure Points:
19 Red, 19 Green,
12 Blue, 2 Yellow

Using small leaps,
Spyro must jump
from one Boar-

infested island to the next to reach this land's other
secret. Be sure to stand clear of the explosions
from the three chests of fireworks on the log leading
to the island.

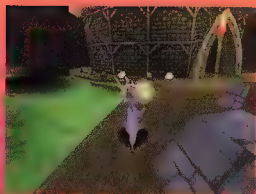
Look Sharp! 6

These beasts may not
be too intelligent but
they're fast! Flame
them quickly or feel
the sting of their
sharp tusks!



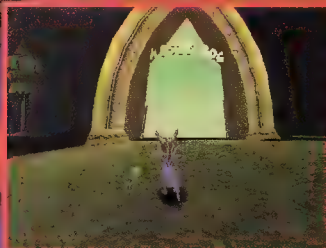
Trouble Ahead! 9

Spyro is in for a rude
awakening when he
collects the gems along-
side the hut. After the
first few, he'll attract the
attention of the
Boar camped
behind the hut.
Flame him as soon
as you hear the
snort or it may
be too late!



Well-Diving 10

When he jumps
down this well,
Spyro uncovers
the archway to the
fourth special flying
area, Wild
Flight. To get
out of the well,
stand under
the column
of swirling
sparkles
and jump!

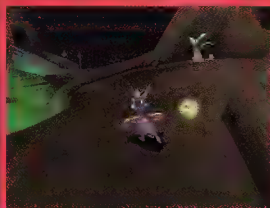


Misty Bog 7

Defeating the
Boar on the
rightmost island
allows Spyro to
travel unin-
dered to the
land of the
Misty Bog.

Cleitus 8

When you
release
Cleitus, he
offers you a
quick thanks
before high-
tailing it out
of this land.
(Thanks for
the help!)



One big tree 11

Beyond the left
island lies a
bridge to this
land's final area
(past the large
tree in the fore-
going image).

TIP

Explore all the ground, areas around the fire pits by walking back and forth.



Rescue 50 dragons and Cray will allow Spyro to use his balloon to reach the Dream Crafters World.



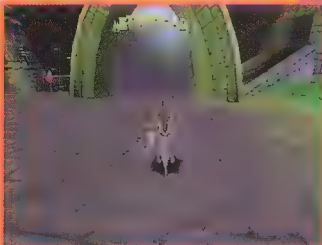
Tree Tops 12

Spyro can enter the lofty land of Tree Tops by walking through this archway.



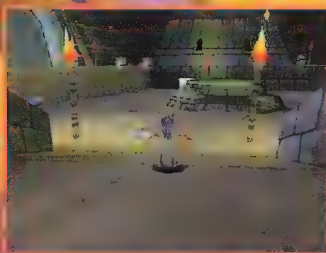
MetalHead 16

Step through this Arch when you feel you're up to the challenge of Metal Head, Gnasty Gnorc's robot minion, boss of the Beast Makers World.



ACROSS THE BRIDGE 13

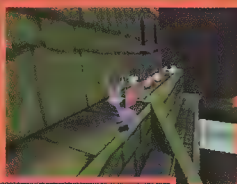
Two chests are located in the background, one on the left and one on the right.



Two chests are located in the background, one on the left and one on the right. The chest on the left is the key to the left.

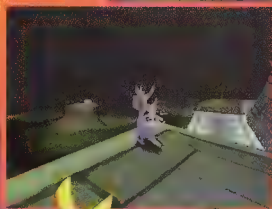
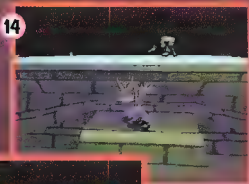
The Key to Success 17

From atop this pyramidal structure, stretch your gliding capabilities to their limit to reach the small tree stump rising out of the swamp. To return, make your way to the second stump, and then back to land.



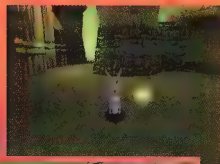
Electric Dance 14

Both platforms require Spyro to time his flight so the stone floors radiate electricity when his tender dragon toes touch ground.



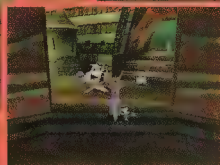
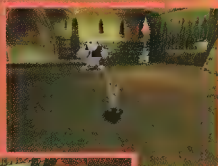
TERRACE VILLAGE

1 The system bridge is shorter and safer in terms of health-restoring fodder, but the variety of weapons Gnorc's doesn't regenerate as in previous levels, so don't be careless and use them all up in the first section.



Treasure lies hidden throughout the village area, usually tucked away in a corner somewhere. Don't neglect your exploration! After you

scour the village, head into the huts. The Gunners here are numerous, so proceed with caution.



BASIC STATS

Dragons: 2

Gems: 400

Strong Box: 3 Fodder:

Swamp Chickens

Level of Difficulty: The easiest of the three regular levels in Beast Makers (as long as you avoid Gnasty Gnorc's electroshock therapy).



2

THE VILLAGE

118 Treasure Points: 9 Red, 17 Green, 15 Blue

When you enter this swampside village, you must choose whether to enter the village proper or hang a left and wander on an outer ledge. Laser Gnorks and Gunners guard both areas well, and clearing the level requires you to traverse both. Regardless of which you choose, both lead to the same place—the Electric Fields.

Enemies

LASER GNORC

Defeat Using: Flame

Attack Method

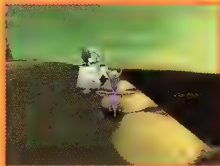
Armed with big laser guns, these troops are big and fierce! Attack them before they can draw and fire.

GUNNER

Defeat Using: Charge

Attack Method

These mobile gun turrets will fill you full of lead in the blink of an eye if you're not careful. Take care to surprise THEM, instead of the other way around.

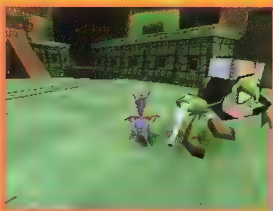


ELECTRO GNORC

Defeat Using: Charge/Flame

Attack Method

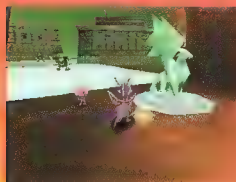
Electro Gnorks like nothing better than to charge up a piece of sidewalk and electrocute trespassers. Wait until the charge expires; then charge them with your horns!



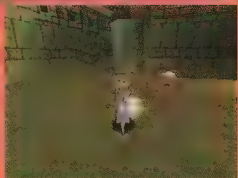
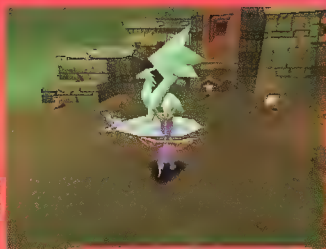
Beast Makers



In the end, you'll arrive at the entrance to the Electric Fields, where your first dragon awaits you. Free Claude and get ready to take on a whole bunch of Electric Gnorts.

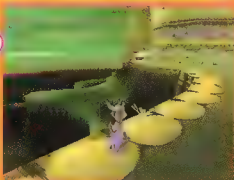


Rescuing Cyprin gives you a break from *useless* electric-
cution, and a chance to heal your wounds. Down the path to the right you'll find a grito filled with gems and Swamp Chickens. *Lower Gnort* and *Cyprin* run rampant there, too, but you should be able to handle them easily, by now.



There's a Safe Net Down There! ③

From the edges of Terrace Village, it looks like you have a nice green platform beneath you should you fall. Don't be a fool! That's swampland, and you'll die a horrible death if you end up there!



THE ELECTRIC FIELDS ④

Proceed to the next corner. At first, a yellow lightning bolt strikes the ground, but soon it changes to a red lightning bolt. When you're ready, jump and throw your rocket to open the two invincible boxes in the path's upper-left corner. Be on the lookout for other rockets to open the two other invincible boxes in this area.

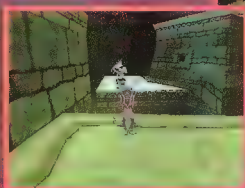
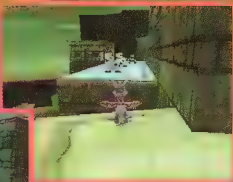
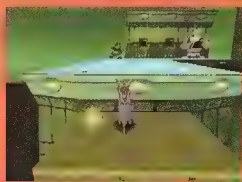


The path to the Exit Warp is no more (and no less) than a continuous stream of electrified plots of concrete. Time your

dashes well to get past the Electro Gnorts and whatever else stands in your way before the next charge is fired into the ground.



Back to the Electric Fields! This section of the game is the most frustrating from this list, especially because those fields are separated by gaps of varying sizes. Remember to time your jumps so the electric charge ends when you land, NOT when you take off!!



A sparkling Whirlwind takes you to the top of the final launch platform. From there, you can either continue to the end or explore the rooftop. Let's choose the second option and snare the rest of the treasure.

You have just enough speed to jump to the platform facing the treasure. But then, boxes across the main round to the next one.

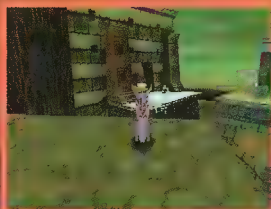
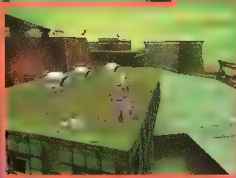
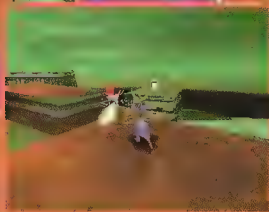
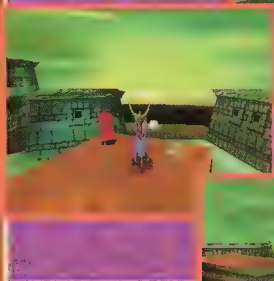
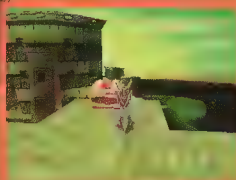
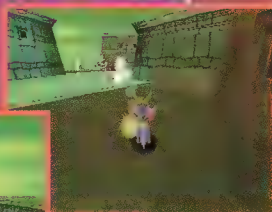
Hop up the readily recharged, back to the top, and then head over to

the chest ahead. This object of desire marks the spot for a death-defying blind glide.

As you take off, veer left and glide around the gun tower to a landing well on a roof covered in metal chests. From there you can access the remaining platforms with a mere glide or hop.

NOTE

This is a good place where the rocket's amazing power will be put to use bursting into those firing boxes. Look for three rockets to match the three concrete boxes, and then set them off!



Back at the last jump point, only one Electro Gnorc stands between you and the Exit Warp. Again, time your jump so you don't get a nasty shock when you land. Then it's home sweet home!

MISTY BOG 1

On an island off the coast of the Swamp, you'll find the Arch Portal to Misty Bog. The Arch Portal is a large, arched structure made of stone. It's the only way to enter the bog. The Arch Portal is located on the island of the Swamp. The Arch Portal is the only way to enter the bog. The Arch Portal is the only way to enter the bog.



BASIC STATS

Dragons: 4

Gems: 500

Fodder: What IS a Swamp Chicken, anyway?

Level of Difficulty:

Two words—Attack Frogs!



Junks: Getting from place to place puts your gliding to the test, but defeating some of the enemies here is your biggest challenge!

2

FROM PAD TO PAD

148 Treasury Points & 1000 (11 Silver, 22 Blue, 1 Yellow)
Here in Misty Bog, you won't find much in terms of continuous land—or even flocks of Swamp Chickens fodder. You WILL find many islands guarded by large groups of hostile plants and frogs. And well-hidden treasure hordes, of course!

NOTE

Search everywhere, especially behind wooden fences—to make sure you don't miss a single gem. There aren't platters, are hard to find, but to enter you need this and of the food.



Enemies

GNORC DUDS

Defeat Using: Charge

Attack Method

Preoccupied with their radios (and those tasty Swamp Chickens), Gnorc Dudes, though slow to react, can still pack a healthy wallop with their flailing knife attacks. Charge them while they're distracted or when they head toward you.



DRAGON-EATING PLANTS

Defeat Using: Flame

Attack Method

Once innocent clumps of grass, Gnorc's magic turned these

plants into cold-blooded killers. Burn them to charcoal before they chew you up and spit you out.



ATTACK FROGS

Defeat Using: Charge/Flame

Attack Method

Yup! They're every bit as scary as they sound. Highly mobile, with a super-long tongue, these are monsters you'll want to avoid. But because your perfect score depends on your taking them out, try a combination of flaming and jumping.

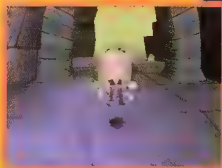


SWAMP GUNKS

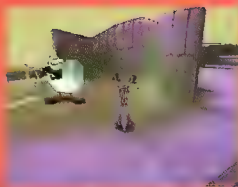
Defeat Using: Flame

Attack Method

As in the Home world, these obnoxious, overgrown pigs will chase you down and gore you, if you're not careful. Their charges are inevitable, so why not line them up just so and let others feel their pain?



Even on the starting island, you'll find a "booster" and where a Gnorc Dude patiently waits to trip one of those silly chickens. Headbutt him and grab the few blue gems tucked away in the curve of the wall before you begin your trek.



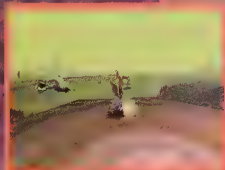
Ahead an army of Piranha Plants awaits you. Chaw them methodically, one by one. Because these guys would like nothing better than to chew you up and spit out your remains, don't try to take them all on at once.



Your next obstacle is a large group of Attack Frogs. Get used to these beastly creatures; they turn up all over the place. Dispose of them with careful bursts of flame. You also have a better chance against them if you keep in constant motion. The tongue of the Attack Frog is long and extends farther than you'd expect; roughly the same distance as your flame. Standing still to flame them is NOT an option.



On your way to set Rosco free from his crystal prison, help out that frantic Gnorc Dude by getting rid of the angry Boar chasing him. Just don't expect any thanks!



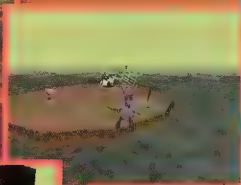
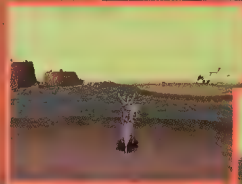
The Importance of Being **Smelly** 3

Misty Bog, we're told, used to be a classy swamp. Now it's overrun with large groups of beasties who want you for dinner. Your best bet is to defeat these groups one plant (or frog) at a time. The last thing you want them to do is swarm you!

The Cave of Doom 4

128 Treasures Points: 13 Red, 15 Green, 17 Blue

The Cave of Doom is named for the nasty surprise waiting inside. But first you have to get there. Gliding from Rosco's pedestal to the covered bridge is a good start. Changing your way through that phalanx of Gnorc Dudes is even better. With that threat gone, you can backtrack to the middle of the bridge and leap over to the island with the lone Swamp Chicken and its stealthy would-be trapper. If Sparx needs a pick-me-up, by all means dispose of the Swamp Chicken. You'll want to be in full health before making that final leap over to the cave.



Beast Makers

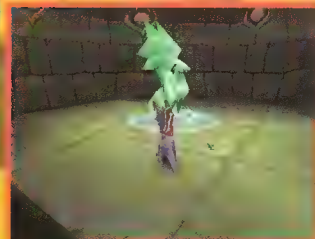


The three Attack Frogs on the shore are just a taste of things to come. Land on the far left side to avoid an ambush. Then take them on with a well-timed charge or bursts of flame. Take care not to lose more than a shade of Sparx's glow. Much more lies ahead, and you can't return to the mainland for a recharge!



Inside the cave and around the bend you'll find a room filled with Attack Frogs and Gnorc Dudes. The Dudes will stay pretty still, but the Frogs jump all around. To make matters worse, due to the pastel coloring,

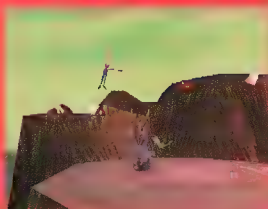
the Attack Frogs tend to blend in with the Dudes, making it hard to distinguish between them in the heat of battle.



Look for the ledge. Alternatively, you can stay out of sight your way through the troops one at a time.

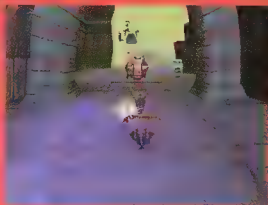
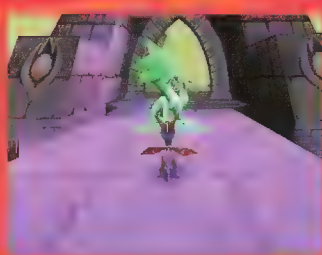
If you feel lucky, try running through the crowd and over to the dragon on the other side of the room. A new save place may make things easier. If you're still fazed by the

DOWN THE TREE TRUNK 6



A helpful fairy indicates the next leg of your journey with a nice neon arrow. Hop down into that hollowed-out tree trunk and prepare yourself!

You'll have to battle your way through to the Exit Warp, but things aren't nearly as dire as it might seem at first. After rescuing Jean, you'll find yourself in Boar country.



These monsters are programmed to charge you if you get too close. Use this to your advantage by putting as many enemies as you can between

yourself and a Boar. He'll run THEM over in the haste to get to you. You can kill several beasts with one stone this way!



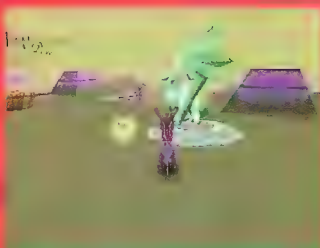
Rolling Oil The Easy Way 5

It may seem like you'll never escape the Cave of Doom. But although you can't return the way you came, you can make it back to the mainland after you get through the whole cave. See that ledge? You can glide from the leftmost end straight to Rosco's pad.



After you clear the area and skip to the final dragon and the Exit Warp, you'll still be shy of the 500 gems

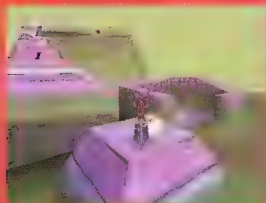
needed to complete this level. Where to go next?



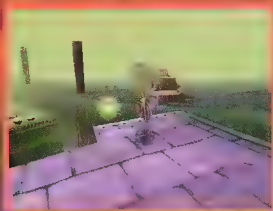
TOP OF THE TOWER 7

93 Treasure Points: 8 Red, 5 Green, 7 Blue, 4 Yellow

Look! Up in the sky! On top of the ruins! It's...it's...some Spring chests and loose gems! Glide from the left pyramid on the exit platform to the top of the square wall.

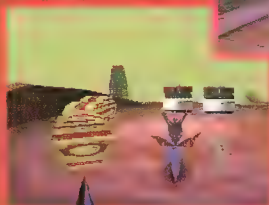
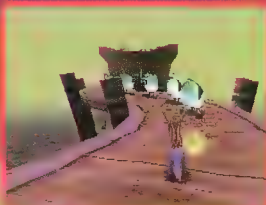


Then leap to the staircase-shaped wall of the ruins. The ceiling is in bad repair, but watch your step and you can still collect all the loot fairly safely.



Next, looking back at the Warp Exit area, you'll spy a series of tree trunks and another bridge shining with the telltale gleam of uncollected treasure. Glide from this corner and you'll just make it to the first trunk. Take care not to fall in the water as you jump from trunk to trunk. There's no point low enough to save you from the swamp water and prevent you from repeating this experience.

Mow down the Gnorc Dudes hanging out on the bridge and collect the remaining loot. If your gem counter has reached 500, either exit the level manually or hop back to the Exit Warp, breathing a deep sigh of relief.



Beast Makers

TREE TOPS ①



The Arch Portal to this level has hidden around the roots of a giant tree. Make sure you have your Supercharge skills fully locked before entering. You'll find more Supercharge ramps here than in any other level!

BASIC STATS

Dragons: 3

Gems: 500

Strong Box: 2

"Egg" Thieves: 2

Fodder: Swamp Chickens (again)

Level of Difficulty: Completing this level puts your Supercharge skills to the test. This is one of the game's hardest levels!



NOTE

For completing a Thieve take side here is the Tree Top World, you must collect dragons and gems, and the Thieves will show you immediately the path to their well-hidden, hard-to-reach lair. These activities conflict because once the Thieves start on their respective journeys they won't return to their starting point unless you exit and reenter the level.

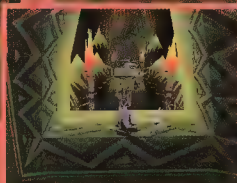
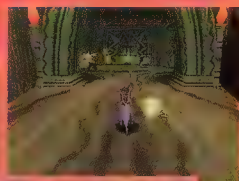
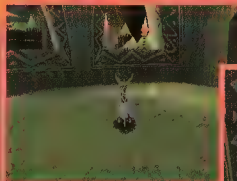
The best strategy? Jumping from tree to tree is part of a Thief's thrill, but plummeting off an unfamiliar Supercharge ramp isn't. Go ahead and explore the world. Then, once you're comfortable, contact and go after those Thieves!



Strategies ②

THROUGH THE TREES: PART I

123 Features: 4 Red, 12 Green, 11 Blue, 2 Silver. You start off outside a tunnel corridor through a large tree. Beyond the anteroom lies a windowed hallway instead of continuing through the tree, facing a left and jump out the second window onto the bridge between the two trees.



Run through the Banana Boy sentry and grab the key in the hallway. (You'll need it later!) Follow the path around the outside



of the tree to the top.

Enemies

Banana Boy

Defeat Using: Charge/Flame

Strongarm

Defeat Using: Charge/Flame

Watch out for flying

bananas! When these little tribesmen let them fly, duck or jump over them lest Sparx lose vitality.



STRONGARM

Defeat Using: Flame

Apple Maffio

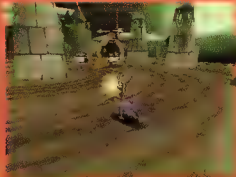
You'd expect these muscle-bound apes to beat you into submission, but you'd be wrong. Instead these guys use their arms to balance while they kick you with their astonishingly stretchy legs. Don't get too close or you'll go flying!



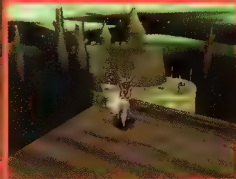
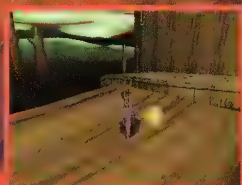
From the launching platform, glide to the next tree, where you'll encounter Isaak the dragon. Although you can glide from this tree to the neighboring one without help, dash out the Supercharge ramp instead.



Using the ramp to fly to a stone-walled treetop fortress, guarded by a Strongarm and several Banana Boys. Dispose of these distractions, and then head to either jump platform.



The one on your right, across from the next Supercharge ramp, is your safest bet for crossing the void. From the top, dash down the ramp to a fifth tree, aiming so you can Superdash into the Strong box when you land. Take out the Strongarm blocking your way—and you're only a short glide from the Exit Warp.



Finishing This Way Home 3

From the Exit Warp platform (a common end point for all journeys through Tree Tops) you can find your way to the starting point easily. Just hop into the Whirlwind off the edge of the exit tree and let it carry you



to the end of the Supercharge ramp directly across from it. Dash up the ramp (at normal speed, I'm afraid) to the top, and then travel through the corridor to the usual point of entry.



To the left (as you exit) a wooden path spirals around a tree trunk. Glide over there and make your way up the pathway to another of those sparkling columns of air. Jump in and you're back where you started from!

THROUGH THE TREES: PART II 4

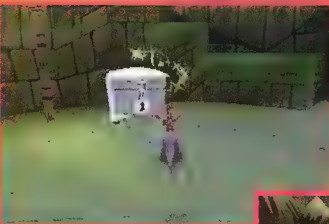
152 Treasure Points: 6 Red, 13 Green, 13 Blue, 4 Yellow
The second route through the trees takes you on a straight and mostly direct route to the Exit Warp. From the start, follow the hallway through the tree to a launching point at the end, where two Banana Boys wait.



Carefully glide to the tree directly across from the platform, making sure to flame the Strongbox, locking your safe landing. The purple-robed thief, in his haste to escape, will awaken two more Stronggones in the pit. I know you can handle them, so take them out



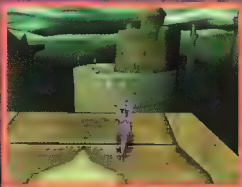
and open the locked box with the key you grabbed earlier. Then hop up the steps to where Lyle awaits you.



Using the Supercharge ramp, do a Supercharge Jump to get to the next tree with enough force to break the Strong box in your way.



Then travel through the tree to the next Supercharge ramp. It's only a short Supercharge until you're on the exit platform again.

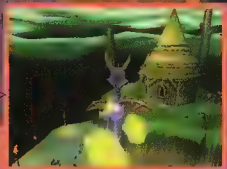
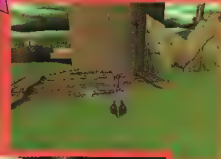


Supercharge Between 1 (ROUTE OF THE PURPLE THIEF)

5

As you flew toward the exit tree, you probably saw the other platforms above the exit ramp and wondered how you could build up enough momentum to get there. Well, wonder no longer! The purple Thief you glimpsed from the back of Tree 1 will be glad to show you the way.

If you missed him, we'll tell you. Make your way to Lyle's dragon pedestal and step on it to save your position. Race down the Supercharge ramp and, taking a well-timed jump to launch you farther, veer right to the pathway around the starting tree. At breakneck speed (that is, still Supercharging), follow the path around and through the tunnel, launching yourself from the end with another well-timed jump. To the right you'll see the jagged posts of the log fence at the top of Tree 3's Supercharge ramp. Charge over there and down; the added boost will catapult you to the top of the exit tree, where that purple-robed devil waits and taunts you.



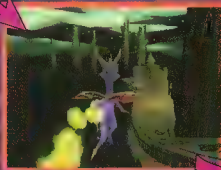
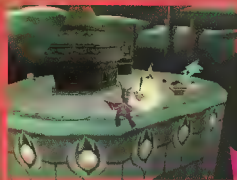
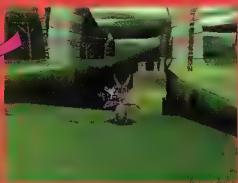
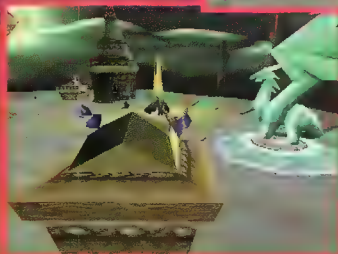
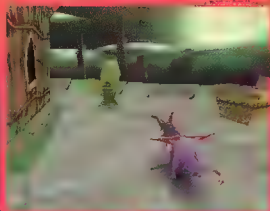
SUPERCARGE NUMBER 2 6

(ROUTE OF THE YELLOW THIEF)

The first Supercharge trip was fun, but you ain't seen nothin' yet! The yellow Thief will take you on a journey through FIVE trees before you build up enough steam to reach his out-of-the-way home. This time (from the start), make your way back through the window and over to the tree where Isaak once stood frozen in crystal. Save your position, look that lead on down the Supercharge ramp. At low speed, leap over to the fortress-type trunk straight ahead; then jump northeast off the launch platform. Veer right, land on the neighboring Supercharge ramp, and launch yourself in the air from it. Veer sharply right, aiming at the next Supercharge ramp. You'll run UP this one, so don't be surprised or let up on that Dash button.

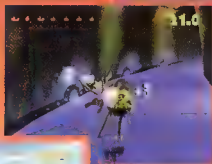
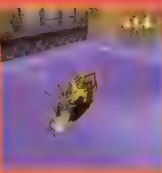
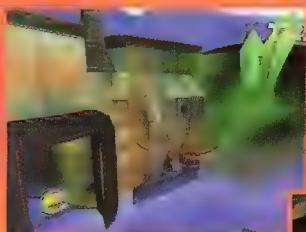
At the top (still Supercharging!), jump to the wooden pathway to your right. This is your final launching point, so make sure you're going at break-neck speed! The ramp at the end spits you into the air across from a tree that still seems very far away. At the top of this jump, start gliding and you'll land there without fail.

The yellow-robed Thief awaits you, purple gem in hand. So does the final Tree Tops dragon.



WILD FLIGHT

Unlike the dark, murky coasts of the Coast of Abandoned Dreams, Wild Flight is bright and colorful. The lagoon and surrounding river are the heart of the trial.



BASIC STATS

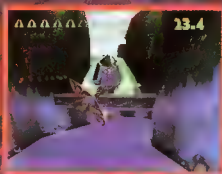
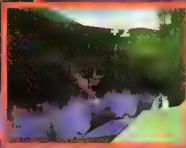
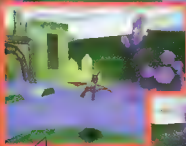
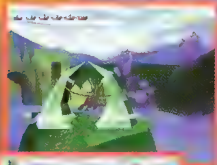
Boats: 8

Arches: 8

Planes: 8

Chests: 8

Level of Difficulty:
Hard (Well-timed
banks and low
flying are crucial!)



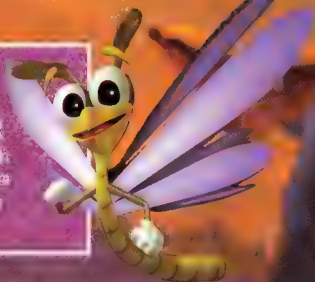
As Spyro races through this time trial, prepare to skim the water's surface to remove the Gnorcs from their patrol boats.

BOATS/ARCHES

You'll find the Gnorc Patrol and arches in the lagoon at the start of the course, and in the surrounding river. Perform some tight turns and banking maneuvers and Spyro should be able to blow all the boats out of the water and pass through all the arches by the time he comes full circle, returning to the lagoon.

TIP

Remember, the lower Spyro flies, the faster he flies. While racing, strive to fly through the water, stay close to the water's surface to maximize your airspeed and complete the circuit in the shortest time.



CHESTS: PART I

After circling back to the lagoon, blast the chest in the center of the cove; then bank and enter the tunnel, picking up both chests within. At the end of the tunnel, head to the top of the waterfall and blast the two chests sitting on small stone platforms there.

Exit the aqueduct and dive down and to the right to grab the lone chest perched across the bay.

PLANES

PILOT TO BOMBARDIER, GNORC BOGIES DEAD AHEAD!

The two squadrons of four planes fly a set course that takes them between the open area through one of the two aqueducts in this area. Pick a group and, flying against their direction, take each plane as it approaches. Remember to adjust your altitude with each plane because they fly at alternating levels.

After you've downed the first group, switch directions, and then lock on and shoot down the remaining four Gnorc pilots.

CHESTS: PART II

After downing all the planes, only two treasure chests remain, on the ledges below. You can take them both out in one pass, but if you miss one, remember to fly away for a second or two before banking to give yourself plenty of room to get in position again.

COMPLETED		
BOATS	8/8	✓
ARCHES	3/8	✓
PLANES	8/8	✓
CHESTS	3/3	✓
ALL IN ONE		60
TOTAL		60
PRESS * TO CONTINUE		

METAL HEAD 1

Enter a world filled with tribal warriors and gorilla monkeys. Behind this jungle madness lies Metal Head, the mechanical ape, ruler of the Beast Makers World.

BASIC STATS

Dragons: 1

Gems: 500

Level of Difficulty:

Medium-Easy



THE PENTROOM

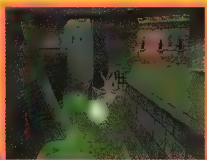
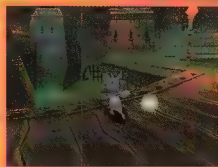
334 Treasure Points: 17 Red, 18 Green, 26 Blue, 3 Yellow

Roll, shove, and roll to avoid 14 round Banana Boys. Strongarms toss at Sparx. Once they run out of ammunition, pick up the "strongarm" and throw it. You can throw it a long range.



Rusted Grate 3

From the vantage the bridge provides, Spyro spies a hole in the grating. Glide down to the ledge, and then hop past the grating into the area it conceals.

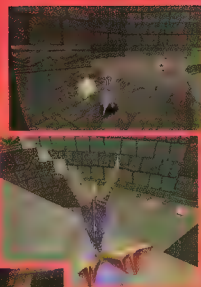
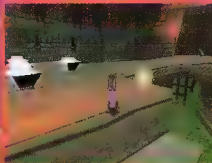


Finders, Keepers 4

After slipping past the hole in the grating, Spyro discovers a star-filled chamber with dragon treasures spread about.

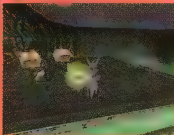
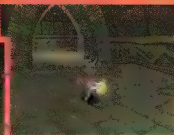
TIP

The chest key lies in a small chamber at the far end of the star-filled area. The chest is atop the main



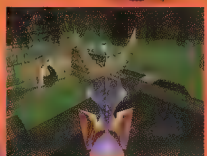
Sparkling Transportation 5

Beyond the Archway lies a sparkling column Spyro can ride up to the top of this chamber and then glide over to previously inaccessible rooftops.



Not So Fast 6

Before jumping from the roof, crane your neck in this direction! Hit the X button at the top of the jump to maximize the glide and reach this second rooftop area.



Enemies

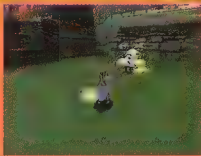
ARMORED BANANA BOYS

Defeat Using: Charge

Attack Method

These armor-plated natives hurl BUNCHES of bananas at our little dragon.

Maneuver out of the way and stick them with a pair of dragon horns.



STRONGARMS

Defeat Using: Flame

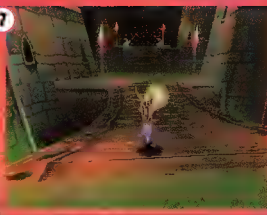
Attack Method

Picking up and hurling a Banana Boy at Spyro is this enemy's preferred attack method. But if no boys are present, he'll simply wait and kick anything that approaches too closely. Cook 'im as soon as he's in range.



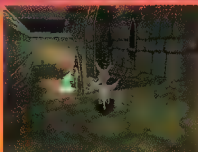
Archway Too Far? 7

Use cam crawling this bridge. The Strongarms in the distance can still see you and won't hesitate to fling the nearby Banana Boys. At the top of the stairs, more cameras are spread Spyro—with a fresh supply of Banana Boy projectiles!



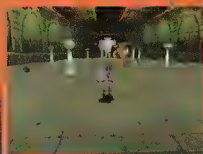
Sadiki 8

At the bottom of this ramp, the dragon Sadiki reveals Metal Head's weakness to Spyro.



Metal Head: Round One 9

78 Treasure Points: 6 Red, 1 Green, 8 Blue, 3 Yellow



There's no turning back. Once Spyro passes this Archway, the door shuts behind him, sealing him in a battle to the end with the mechanical monstrosity, Metal Head.

Red Means STOP! Great Ancient Egg! 10

Between tossing Strongarms and Armed Banana Boys at Spyro, Metal Head occasionally uses the energy he draws from the power poles to launch an energy-based attack. Use Spyro's Dash ability to charge through the power poles, cutting off Metal Head's power source.



TIP

When the light on a power pole changes from green to red, it's about to power up. When a pole has electricity pulsing through it, it can't be destroyed. Avoid electrified poles at all cost!



The Giant Retreats 11

Once all the power poles are destroyed, Metal Head retreats through the doorway behind him. Go after him, Spyro!



TIP

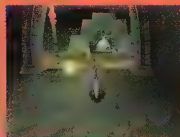
Check the status of the tip of this stairway. When Metal Head down his power source, his infused energy accumulates and transforms into gems and we'll find it here.



Metal Head: Round Two 12

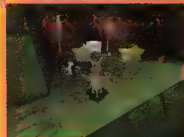
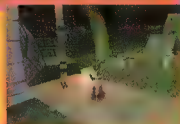
123 Treasure Points: 9 Red, 12 Green, 13 Blue, 9 Yellow

As in the first encounter, Metal Head seals the door behind Spyro once he sets foot into this second arena. Use the same strategies as before and take out the power poles to put this bad boy down for good!



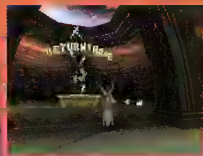
Waterfall Treasure 13

Pan left and you'll see a sparkle behind the distant waterfall. Use the ledges along the left side of the arena to make your way to the cave and claim its treasure! The key from the room behind the broken grating comes in handy here!



The Exit Revealed at Last! 14

Toppling the mechanized monster unlocks the door behind him, allowing Spyro to reach the swirling vortex and return to the Beast Masters Home World.



Leftover Loot 15

The column at the end of the hallway carries Spyro to the upper level. Pick up all the loose treasure lying about, and then make your way outside to pick up the 2 gems hidden on the other side of the outside ledge.



Beast Makers



World Five: Dream Weavers

HOME 1



BASIC STATS

Dragons: 3
Gems: 300
Fodder:
Magic Mushrooms
Difficulty Level:
Medium-Hard

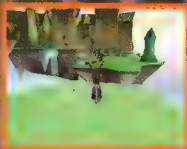


The Dream Weavers Home World is really a group of islands floating in the sky. One misstep and our little dragon will find himself "exiting the plane without a parachute," so to speak!

Strategies 2

ISLAND HOPPING: PART 1

18 Treasure Points: 4 Red, 6 Green, 4 Blue, 1 Yellow



There are many areas to explore in this world, but the paths are easy. Just follow along as we show you the way!

Enemies

CARROT-TOPPED MONKS (SMALL/TALL)

Defeat Using: Charge/
Flame (small)/Flame (tall)

Attack Method

The small form of this bushy-haired enemy look harmless enough, but get too close, and he'll give Spyro the boot! And if you think the small ones are bullies, the ray-gun-enhanced tall versions will slap Spyro silly if he gets too close!

Although you can attack the small Carrot Top both ways, it's easiest just to flame them both.



Dark Passage 3

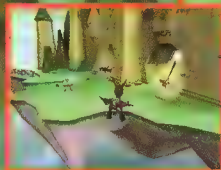
Just a short glide from this level's start, you'll find the archway into Dark Passage.



FLOATING MONASTERY 4

118 Treasure Points: 13 Red, 15 Green, 7 Blue, 4 Yellow

After defeating the Carrot Tops and Armored Monks, jump into the swirling waters to see to the castle on the other side of the goal.

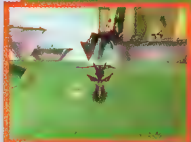


SLAP-HAPPY ARMORED MONKS (SMALL/TALL)

Defeat Using: Charge
(small)/— (tall)

Attack Method

These strange creatures will beat themselves silly in their tall form—and Spyro, as well, if he ventures too close! You can defeat them in their small form (with a charge), so avoid the tall ones altogether.

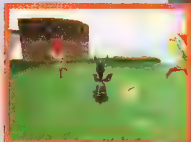


FOOLS

Defeat Using: Flame

Attack Method

Fools don't attack Spyro directly, but they CAN knock him off an island if they bump into him as they run around like, well, fools. Flame them to set special events in motion, but be quick about it!



Lateef 5

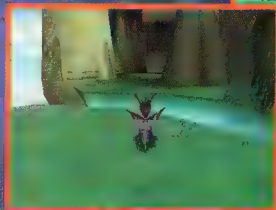
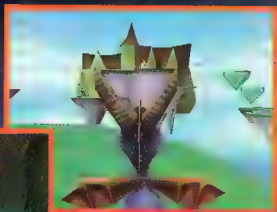
Within the walls of this floating monastery, a small Carrot Top blocks the route to Lateef. When he releases this dragon, Spyro gets a cryptic clue.



ISLAND HOPPING: PART II 9

88 Treasure Points: 8 Red, 5 Green, 10 Blue, 2 Yellow

Bopping from island to island, Spyro makes his way closer to the source of these irritating transformations.



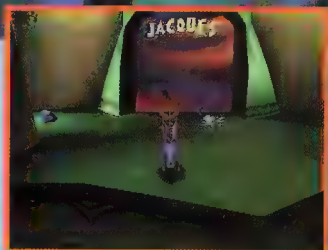
Lofly Castle 6

Behind the imprisoned dragon, Lateef, Spyro can enter the land of Lofly Castle, where huge birds and balloon-riding Gnorks fill the sky!



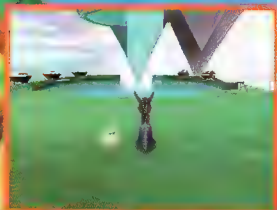
Jacques 10

Beyond this Arch, the sinister Jacques In-a-Box awaits Spyro. Get ready for some of the most death-defying gliding you've ever seen!



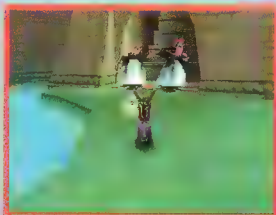
Tiny Steps 7

Use short, controlled dashes to break open the metal chests on the terrain around this floating pool.



Pathway Blocked! 8

Until Spyro can get his mitts on that ray-gun, he can't venture beyond this point!



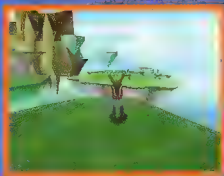
Amos the Balloonist 11

Once Spyro collects 6000 stolen dragon treasure, our chilly friend here will allow Spyro to use his balloon and enter the world of Gnasty Gnorc!



Hey, You With the Gun! 12

Jump on the sparkling columns to tilt your way up to the punner's platform. Like the Cannon Patrol in the Peace Keepers World, chase this Gnorc around until you can ram him or set him aflame.



Zimoko 13

As Spyro glides his way to the second floating castle, be sure to release Zimoko from his crystal prison.



FLOATING CASTLE 14

48 Treasure Points: 12 Red, 2 Green, 3 Blue



Search every nook and cranny and you'll find many gems on this floating island. Remember, you can't enter the extra land in Gnasty's world until you achieve 100 percent!

TIP

Now that Spyro has the power, use it to turn to transform the Angered Mobs into their smaller versions.



Haunted Towers 15

The gateway to the last regular Dream Weavers land lies beyond the castle exit. Beware the dreaded Undead Tin Soldiers!



Mazi 16

You'll find Mazi, the third and final imprisoned dragon, next to the Arch to the Haunted Towers.

After collecting all the gems in this area, use the sparkling vortexes to return back to the starting point of this land.



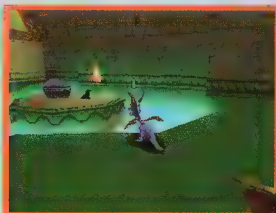
Fools on Parade 19

Timing is everything here. Flame both Fools and then jump from one raised platform to the next before their timers expire.



Stop, Fool! 17

Flaming the Fool lowers the rotating platform briefly. Jump on it quickly to collect the gem and the 1-Up dragon.



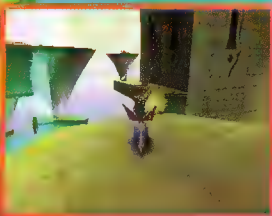
Icy Flight 20

Ready for a fast and furious flight? This is by far the game's most difficult flying course.



The Final Stretch 18

Making his way back to the Floating Monastery, Spyro now can dash past the two Armored Monks and proceed up the stairs.



Leap this gap to close in on the Dream Weavers Special Flying land.



Dream Weavers

DARK PASSAGE 1

Travel left of where the balloonist left you off in the Dream Weavers World to find the Arch Portal to this deceptive world. Dark Passages is home to TWO dark passages. The first leads directly from start to finish; the second is revealed in the wait.



BASIC STATS

Dragons: 3

Gems: 500

Strong Box: 3

Fodder: Hopping Mushrooms

Level of Difficulty: Medium-Easy
(Just keep your eyes peeled for the "hidden" passage!)



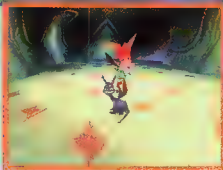
Enemies

FOOLS

Defeat Using: —
(They're invincible!)

Attack Method

The Fools in the Dark Passage don't attack: they get their pets to do it for them. When they turn off the lights, their beasts grow nightmarishly large. Turn their lights on with a flame or headbutt and back to normal the monsters go.



DEVIL DOG (SMALL/TALL)

Defeat Using: Flame/Charge (small); Headbutt/Flame (tall)

Attack Method

Both versions charge with fangs bared when they see you. Their bite is harsh and causes Sparr to dim quickly.

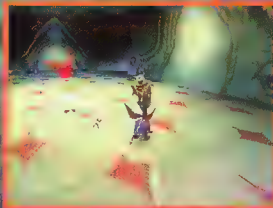
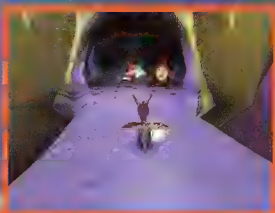


Strategies 2

MAIN PASSAGE

204 Treasure Points: 12 Red, 21 Green, 18 Blue, 7 Yellow

This level is a breeze once you've learned the enemy's patterns. The invincible Fools determine the size of their pets. When it's dark, they grow to nightmarish



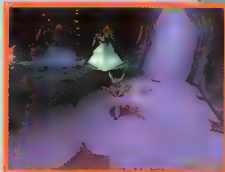
proportions. Charge their masters to shed a little light and shrink them back to normal size.

ARMORED TURTLES (SMALL/TALL)

Defeat Using: Charge (small)

Attack Method

Don't go near these creature when they're large. Then they're invulnerable and prone to bursts of fireballs. The smaller ones aren't any better fireball-wise, but you can defeat them with a careful charge.



CUPID

Defeat Using: Flame

Attack Method

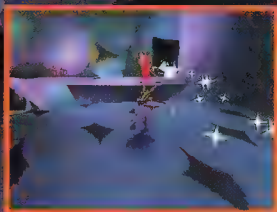
Watch out for Cupid's arrow! It makes you swoon with pain, not love. Dodge the arrows and run into the flaming distance.



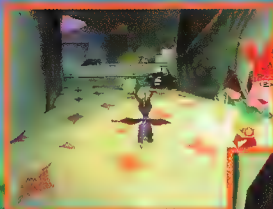
After your first encounter with these families, take the lift to the top, where you'll find one of three dragons along this trail.



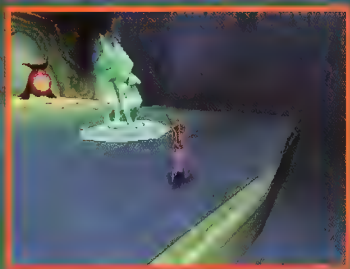
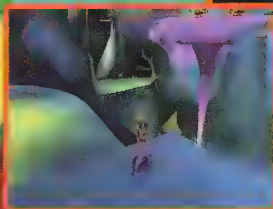
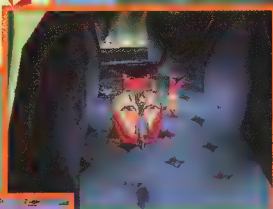
The Strong box is a sign you're almost to the top. Don't worry about breaking into it just yet. All will be revealed in time...



The road quickly evens out into tunnel and ledge sections. Within the tunnels lurk Fools and their pets: the ledges are home to Cupids, Mushrooms and the odd dragon. You'll find dragon families two, four, at the midpoint of the winding trail.



Climb the narrow bridge to the top and collect the third dragon. The Exit Warp beckons, I know, but we're only halfway done.



Dream Weavers

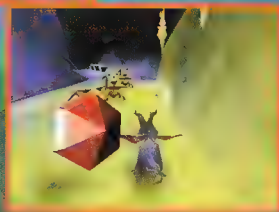


HIDDEN PASSAGE 3

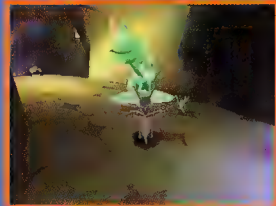
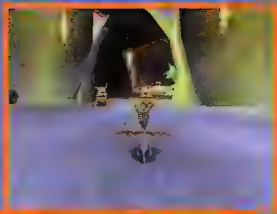
276 Treasure Points, 34 Red, 41 Green, 34 Blue, 6 Yellow
Opposite the ledge where Azizi once stood (he was dragon number two), you'll spy a concealed tunnel opening in the rock. Glide over (you can make it!) and go through the tunnel to the end outside.



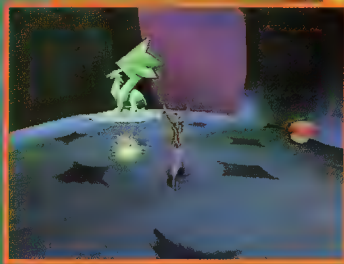
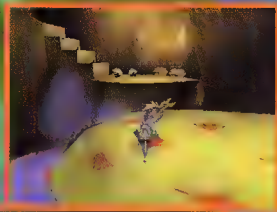
From the ledge, you can see your next destination. Jump over to the dog-free area, and then plow through that pack of puppies.



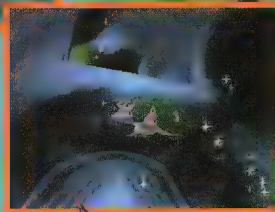
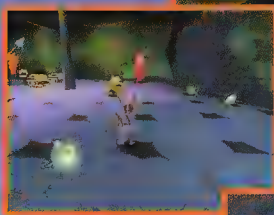
A Whirlwind takes you up to a large patio, where you must defeat a group of enemies on both sides. If you're ailing already, run into the cave ahead and rescue Apana first.



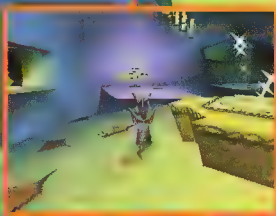
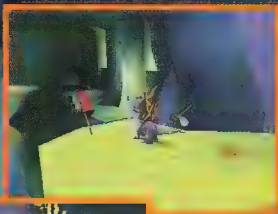
From Meana's cave, jump to the ledge on the right, dive-bombing the Armored Turtles, and hop up the steps. Follow the path until you reach another short tunnel. It heaves—you guessed it—dragon number five.



Beyond Obsary's pedestal lies another death-defying glide: You land outside a room filled with Devil Dogs, Armored Turtles and Cupids. At the back of the cave is the Whirlwind to the final tunnel.



Finally, at the end, you'll find a rocket aimed at the Strong box: a platform or two from the Exit Warp. Set it off and collect your reward before warping home.

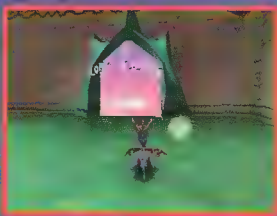


Dream Weavers



LOFTY CASTLE 1

Lofty Castle (inside the Dream Weavers' castle, on the right side) is unlike any world you've seen so far. Here Gnasty Gnorc's minions have caged all your fairy friends. Rescue them and you'll be amazed at the help they provide.

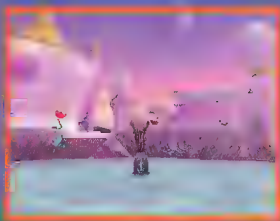


Strategies 2

FAIRY TRIO ONE

95 Treasure Points: 10 Red, 15 Green, 5 Blue, 1 Yellow

At first sight, Lofty Castle resembles any other level. Platforms, enemies, gems, gliding...



BASIC STATS

Dragons: 3

Gems: 400

Locked Chest: 3

Fodder: Mushrooms

Level of Difficulty: Free the Fairies! How hard could that be?



Enemies

GNORC BALLOONISTS

Defeat Using: Flame

Attack Method

These oversized Gnorks float serenely in the air swatting enemies with their shields—but only while they're attached to their balloons. Burst the balloon and they'll plummet to the earth below.



PUFFER BIRDS

Defeat Using: Flame

Attack Method

Floating in the air like large, puffy dumplings, Puffer Birds glide serenely until within beak-drilling range. Then, watch out. Let them approach, and then barbecue them with your breath.



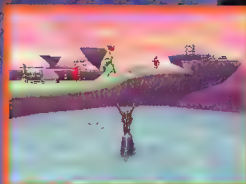
CUPIDS

Defeat Using: Flame

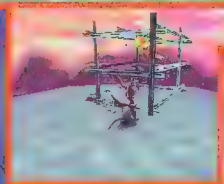
Attack Method

Here too you'll find that Cupid's arrow has a sting. Flame them before they shoot you!





Then you notice the caged fairies, and realize you can't go very far without them. Your job is to free each Fairy Trio. They, in turn, will recharge the lifts that boost you to the next area.



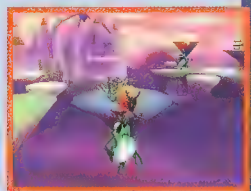
The Importance of the Fairy Trios ③

Besides rescuing you from the abyss when you fall, these Fairy Trios serve other purposes, too. In Lofly Castle, they combine their powers to create lift funnels to carry you to the next section of the castle. Free all three, or you won't get far!



Dive-Bombing Balloonists! ④

To reach this platform you'll have to burst the Gnorc Balloonist's bubble. Time your jump well, and then flame his balloon when it's in range. You'll land and everyone will be safe.

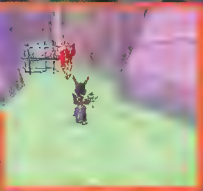


FAIRY TRIO TWO ⑤

47 Treasure Points: 10 Red, 6 Green, 5 Blue

Freeing the first set of fairies is straightforward, and the Whirlwind they power up takes you to Mudada's pedestal.

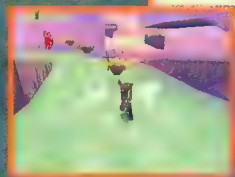
In the second area, you must risk your life to proceed. Jumping off the raised walkway puts you in a grassy park where an army of Cupid archers guards three fairies. Defeat them and free your friends. The Whirlwind they create lifts you to the walkway again, and you can use it when you get the key to that Locked Chest.



SUPERCHARGE INTERLUDE ⑥

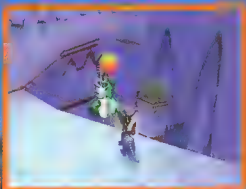
138 Treasure Points: 13 Red, 5 Green, 21 Blue, 1 Yellow

At the end of the walkway, you have a choice of platforms to glide/jump to. Hop to the island on the left, where Puffer Birds hover in a line. Toast them (and the Cupid, as well), and then leap to the path around the tower.



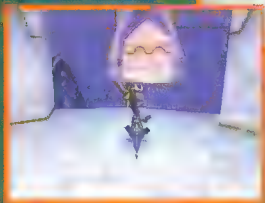
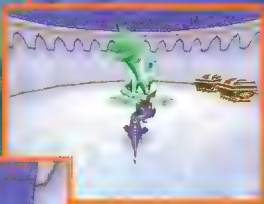
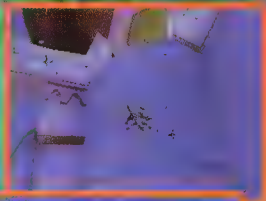
Before entering the tower itself, climb those stairs and collect the treasure. This is the one place you might overlook, and the most annoying to backtrack to from the end.

Inside the tower, a Whirlwind takes you to the very top. Look off the edge and you'll see a line of Gnorc Balloonists and caged fairies spiraling down to the

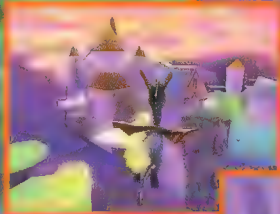


floor. You must defeat the enemy and free the fairies as you glide down, using your fiery breath as a weapon. This may take more than one flight, so when you land, just head back to the original lift.

After you free them, the fairies create a Whirlwind that will hoist you up to another section of the tower top. Here the second dragon stands, as well as the key to the Locked Chest. A door across the way leads to another spiraling ledge.



Actually, the door leads to a Supercharge ramp. Once you know the trick to this one, you'll have no problem. Dash down the ramp and jump as you reach the end. Charge to the top of the floating structure opposite the tower and supercharge down. Another well-timed jump at the end sends you flying to the raised platform overlooking Mudada's pedestal. Grab the gems and open the Locked Chest below!



Deceptive Ramps ⑦

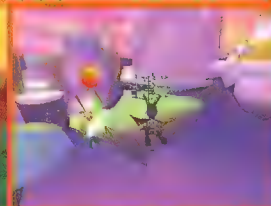
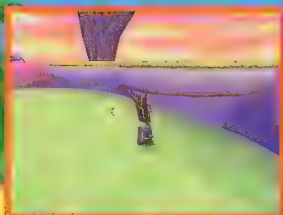
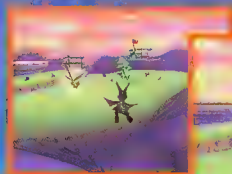
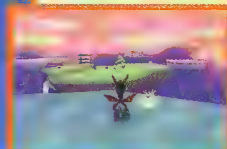
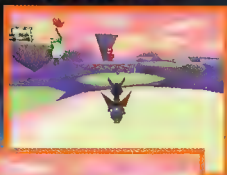
At first glance it looks as if you must supercharge forward off the ramp to the arch-covered portion of the structure ahead. But on closer examination, you'll realize that doing that will lead to you run around in very fast circles. Instead, aim at the top of the spiral and supercharge down it. Jump at the end and you'll be in a perfect position to rocket to the gem-covered platform.



FAIRY TRIO THREE 8

40 Treasure Points: 12 Red, 4 Green, 2 Blue, 1 Yellow

Head to the fork in the road, back before the Super-charge detour. This time take the path to the right and leap and glide to the next large platform. Another dragon rests there and the platforms around him hold the cages of another Fairy Trio.



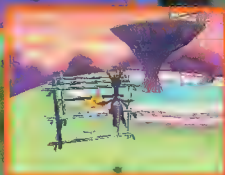
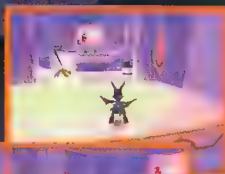
The two Whirlwinds on the platforms across the stream carry you to the islands above. The one on the right takes you to an island on the right, and the one on left takes you up to a launching

point on the left. Free the fairies and they'll send you into the palace structure ahead.

FAIRY TRIO FOUR 9

100 Treasure Points: 9 Red, 18 Green, 7 Blue, 2 Yellow

To get to the next—and last!—Fairy Trio, you first must make your way through this Cupid-infested palace. Cupid's arrow can travel far, so take care as you prance along the winding path.

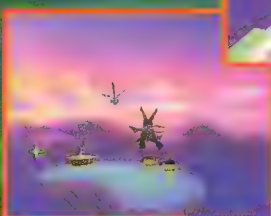
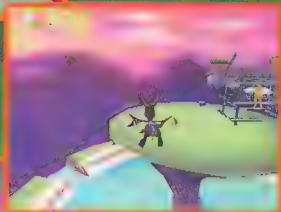


Glide from the palace exit to the island directly across from it. The water fountain is home to a

flock of Puffer Birds. They'll attack if you try to steal their gems or release their captive.

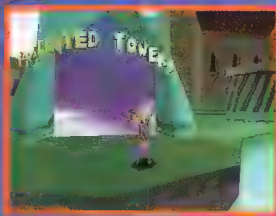
The other two fairies are in easy reach of the lift platform on the right. Get the first, and then fly over the island above the fountain. From

there, jump down and let the fairies boost you to the final platform. The Exit Warp awaits you!



HAUNTED TOWERS 1

Will Spyro ever be rid of those darned Wizards? Hidden in the castle to the left lies the Arch Portal to Haunted Towers, a place where Tin Soldiers are brought to life by more of those pesky Wizards.



Strategies 2

ROAD TO THE CASTLE

240 Treasure Points: 22 Red, 19 Green, 10 Blue, 13 Yellow

At the start of Haunted Towers, you get a sign of things to come. The Soldier lying in a lump of inert metal is harmless now, but what if a little magic came its way? The answer comes the moment you open the door ahead and step inside. That metal is now a huge, virtually



indestructible, threat.

Run through the line of buildings avoiding Soldiers and taking out Gnorc-adiers until you reach the end. Salvation arrives in the form of a Flame Fairy fleeing a lusty Gnorc-adier.



BASIC STATS

Dragons: 3

Gems: 500

Strong Box: 3

Fodder: Mushrooms

Level of Difficulty: Another level with a tough Supercharge!

This is the most difficult Dream Weavers level!



Enemies

TIN SOLDIERS

Defeat Using: Superflame

Attack Method

Get out of the way fast when one of these giant Soldiers winds up to take a swat at you! They're immune to all attacks except Superflame.



GNORC-ADIERS

Defeat Using: Charge/Flame

Attack Method

Yes, those are grenades they're brandishing! Run them over or burn them up before they toss one at you!



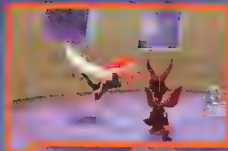
BLUE WIZARD

Defeat Using: Charge/Flame

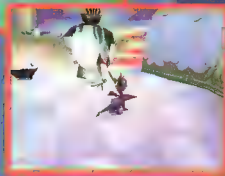
Attack Method

Great! Another lightning-shooting magician. This group controls the Tin Soldiers, animating them with their magic. Toast the Blue Wizard before he can issue his magic spell, and those Soldiers will remain inert piles of metal!





When you rescue the damsel in distress, she rewards you with a flame-charging kiss, which allows you to take on those Tin Soldiers and free the gems they're made of. This is also the only way to get past the Soldier in the patio area the Wizard uses as a shield.



NOTE

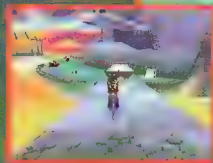
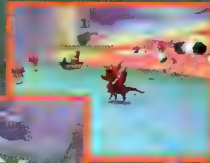
Remember, the Superflame lasts only briefly, so prepare to make several sorties to take out all the Tin Soldiers both among the houses and on the first island beyond the Whirlwind.



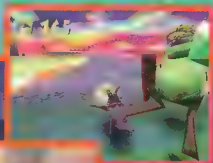
You also can use the Superflame to open the metal door to the castle. There's a gem in the room, but you'll need to pick them up and then head over to the Whirlwind on the other side of the house.



You can use the Flame Fairy in the house to take out the Tin Soldiers on the first island the Whirlwind takes you to. When that platform is clear, carefully cross the bridge to the other side. Charge each steel case, one at a time. Ramming them with a dash may send you over the edge, and you don't want that!



Rescue Kosoko and then take out the Gnorks as you dash to the palace across the bridge. Inside you'll find another Flame Fairy (this land is full of them!) who'll charge you up so you can defend yourself against those nasty Tin Soldiers.



Using your Superflame, break through the steel door and take the lift at the end of the ramp up to the stairs. Climbing the stairs puts you at the top of a curvy Supercharge ramp. Oh joy!

Superflame the Strong Box!

3

Invincible boxes may be immune to Spyro's normal flame, but watch out when it's been supercharged! You'll have just enough time to run here from the Flame Fairy's home and explode this box. Given the 34 gem points it holds, you'll want to make this a priority.



Supercharging Through the Castle

4

133 Treasure Points: 9 Red, 17 Green, 10 Blue, 4 Yellow. Pay attention now. This Supercharge lesson focuses on navigating twisty hallways and corners at TOP SPEED. This skill will be crucial for getting to this level's hardest part!

For now, you must break through two sets of metal doors. If you haven't bumped into a wall yet, you can go for one of the other two in the room beyond.



This room gives you access to five rooms. Behind the first door on the left you'll find a Flame Fairy (very helpful). Dragon number two waits behind the third wooden door. Use the Superflame to take out guardian Tin Soldiers and any remaining metal traps. Use it to burst the invincible box on the balcony behind the second metal door to the right, as well.

Go out the first door to the right and climb the stairs. (It helps if you've recharged your Superflame.) Jump over to the next platform and run past the Tin Soldiers into the courtyard. A Flame Fairy hovers anxiously in the corner. With her help you can clear this area. Then take on the Blue Wizard by the Exit Warp—but don't jump in just yet! You must be wondering where the rest of the gems and dragons are.

Another Tricky Supercharge! 5

So you're standing at the Exit Warp when it suddenly occurs to you that you're missing about 127 gems and a dragon. What to do, what to do...

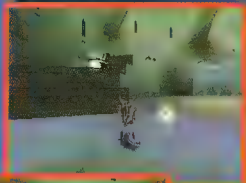
Remember that faraway ledge you spied from the Whirlwind into the castle? The one you thought you could reach if you only had a little more boost power? Try this: Race down the Supercharge ramp, through the second door on the right, and jump off the left edge. This puts you right in line to race up the Wizard's ramp and into the air. You can glide with ease to that ledge, now!

UPSTAIRS 6

127 Treasure Points: 8 Red, 12 Green, 6 Blue, 4 Yellow, 1 Purple
If you followed the foregoing Supercharge directions, you're eating your fill of Mushrooms on that distant balcony. Take the Whirlwind up to the next level. To the left of where you enter, you'll find a sage dragon who'll marvel at your Supercharge skills. Pat yourself on the back. You deserve it!

Then follow the corridor into a large room with a great staircase. The Soldiers lying there in disarray seem harmless until you start climbing the stairs. Then magical beams streak down to awaken them and alert them to your presence. If you don't make it to the top before the Wizard finishes reanimating the Soldiers, you'll find yourself in a no-win situation.

At the top of the stairs, in a little hall, the Wizard protects himself with a puppet-Soldier. Once animated, this Tin Soldier won't attack you, but his mimicking movements will prevent you from passing. Your only recourse is to leave the room and try again.



Then hop down that hole in the floor and get ready to go to World Six and face Gnasty Gnorc!

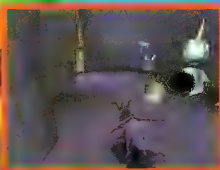


THERE ARE FLAME FAIRIES—AND THERE ARE FLAME FAIRIES! 7

In the room at the top of the stairs you'll find a very special Flame Fairy. Dressed in a distinctive yellow frock, this beauty will endow you with a supply of Superflame that lasts until you enter the Exit Warp. This gives you plenty of time to take your revenge on those Soldiers and open the Strong box.

NOTE

Leaving the staircase room and going out to the hall toward the dragon pedestal resets the Tin Soldiers. When you return to the stairs, they'll be sleeping like babies!



After you make it to the top and toast the Blue Wizard, knock down the door and claim the treasure behind it. A Super Flame Fairy hovers inside and fills Spyro with those super-hot flames for the rest of his journey here in Haunted Towers. Use this unlimited gift to clear the stairs of Tin Soldiers and to break open the Strong box on the balcony.



Dream Weavers

95

ICY FLIGHT

27.4

Overcrowded areas, tiny tunnels, and twisting canyon runs pretty much sum up this course. But by now you've probably mastered the power of flight. Now you can prove it!

BASIC STATS

Lights: 8

Chests: 8

Barrels: 8

Copters: 8

Level of Difficulty: Hard-Very Hard (Depends on your flying skills and your ability to pull out of a spin.)

Not Much Room for Error

You must fly a pretty consistent and near-perfect run to achieve the extra 80 points for the "All-In-One" bonus.

TIP

The easiest way to complete this course is to fly through a couple of times, noting where everything is in relation to other objects.

LIGHTS/ CHESTS

From the start of your run, targets such as this view with every turn. Light up the first lighthouse, and then grab the chest on the small ledge after lighting the second light during a left-side flyby.

Ignite the third lighthouse, and then quickly bank left. As you speed through this canyon, grab all four chests from the small ledges along the left side.

Exiting the canyon, ignite the two lighthouses and grab the chest on the platform between them with a well-timed quick dive.

The seventh light lies on the other side of the wall. Try to stay to one side of the canyon as you approach the lighthouse so you have enough room to make the turn back.

TIP

As long as you don't run head-first into a wall or lighthouses, you won't crash into the water below. Use this tactic to slow your flight so you can adjust your elevation before reaching the next target.



Looping back past the wall again, ignite the lamp in the last lighthouse and flame the chest on the small ledge next to it.

As you fly back toward the railroad tracks, collect the last chest, on the ledge between the exits of the canyon passage.

BARRELS: PART I

As you reach the railroad tracks, you'll want to enter the tunnel on the left side. Traveling in this direction, you can flame the barrels on the trains as they approach.

COPTERS: PART I

Past the second tunnel, the area opens into a small cove where three classic helicopters hover over small platforms. You have enough time to down any of them before the third train arrives. Make it count.

BARRELS: PART II

After downing one or two of the three Copters, bank back toward the tracks and explode the oncoming train's barrel cargo. After blowing up the barrels, flame off the remaining Copters in this area, and then enter the tunnel with the green glow. The last train approaches before you reach the next cove. Collect the last two barrels and get ready for the final leg of this course.

COPTERS: PART II

This section of the course is actually a trap, allowing Spyro to perform just one of any maneuver necessary to capture the five remaining Copters.

TIP

As you approach the chest on the ledge next to the lowest lighthouse, press **LT** to allow Spyro to perform a 180-degree turn before crashing into the quickly approaching wall.

COMPLETED

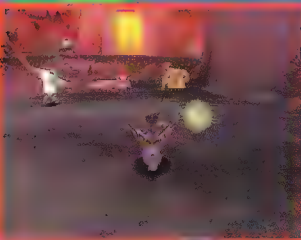
LIGHTS	8/8	✓
CHESTS	8/8	✓
BARRELS	8/8	✓
HUEYS	8/8	✓
ALL IN ONE	60	
TOTAL	60	

PRESS **X** TO CONTINUE

TIP

An alternative method for completing this course is to travel along the railroad tracks until you've collected all eight barrels. At that point you should be in the cove where the Hueys are hovering. Take them all out and enter the lower tunnel back to the first cove area, where you'll find the last three Copters.

JACQUES 1



This world is reminiscent of Hades, with its brimstone-colored walls and boiling-lava lakes and rivers. Here waits the final minion of the Dragon Worlds, the infamous Jacques.

BASIC STATS

Dragons: 2

Gems: 500

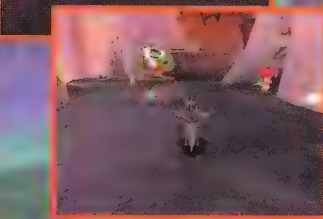
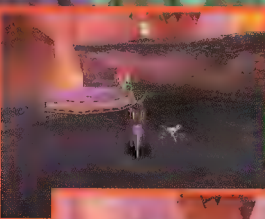
Fodder: More

Magic Mushrooms

Level of Difficulty: Very Hard



Level of Difficulty: Very Hard



Strategy

IT'S A RACE PLACE, BUT...

168 Treasures, 1 Points:
6 Red, 16 Green, 15 Blue,
3 Yellow, 1 Purple

Who's the Fool?

Flame the Fools to raise these small stone platforms and reach the higher platforms beyond.

Remember, the Fool will respawn a time period for a short period, so you can't silly-dilly!

Turn and Burn 4

Back near the lava-fall, this passage is filled with Pansies perched on small platforms. After defeating the first one, jump and glide from his perch to flame the Pansy out in the open, making a quick landing to collect the gem afterward. Dowse the Fool below with fire to proceed into the next area.



Turn and Kick and... Sorry 'bout That—Wrong Game!

With deft agility, Spyro jumps, flames, and glides through one more tricky situation and is one step closer to reaching the tunnel to Jacques.

3

Locked Box 6

Ignoring the ominous-looking tunnel for now, track down the key so Spyro can open this chest.



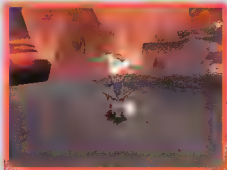
Enemies

ARMORED HORRORS

Defeat Using: Charge

Attack Method

With those massive swinging claws, you have to ask?! Defeat these beasts with a quick dash, ending with Spyro horns knocking these creatures senseless.



GIANT PANSIES


Defeat Using: Flame

Attack Method

Would you believe these hulking creatures are just trying to protect their flowers? When one of them catches sight of our hero, they'll rush at him. Avoid their swinging fists and barbecue them!



Dive-Bomb Attack!

Pressing the  button while gliding allows Spyro to turn his glide into a charging dive-bomb attack. Use it to take down the Armored Horror on the first floating platform.

7

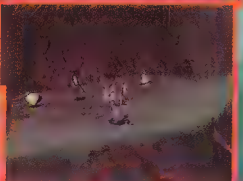
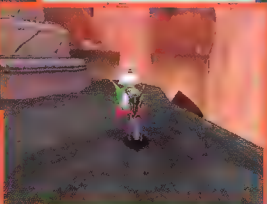
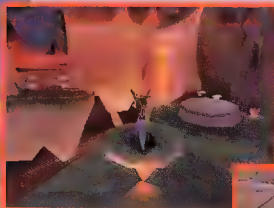


DRAGON'S LEAP 8

76 Treasure Points: 8 Green, 8 Blue, 2 Yellow

Fools Puzzle 9

The platform up top offers an excellent view of the puzzle ahead. The platform below consists of two rising inserts. To activate it, Spyro must flame the two Fools running around it and quickly get to the top.

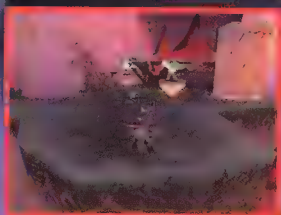


Before making the long glide across the lava

lake, after activating both rings, climb to the top and turn toward the wall. Glide into the cave to retrieve the key from within; then reactivate the puzzle to make the glide.

Timing Is the Key 10

At the other side of the gap, the second puzzle awaits the little-dragon-that-can. To reach the dragon imprisoned on the other side of the lake, beyond the rotating platform, Spyro must climb over this ledge and flame both Fools on the other side.



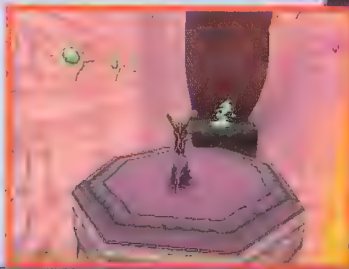
The Fool beyond the lava-fall triggers the lowering of the platform near the chasm. Flame him first. Then rush back and flame the second Fool. This raises the small platform so you can get back over the moat and jump on the platform where this chasm begins. It ascends again.

DRAGON AHEAD! 11

74 Treasure Points: 6 Red, 4 Green, 12 Blue

Unika 12

Glide down and release Unika the dragon. He won't offer much in the way of help, so don't hang around.

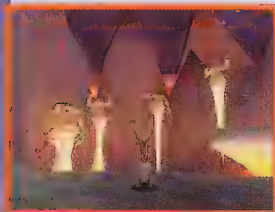


Dream Weavers

Pansy Towers 13

Beyond the dragon, down and to the left, this area holds four blue gems for a Master Glider. Using the sparkling vortex for some initial lift, glide around, and flame the Pansies one by one.

It may take a few passes to collect all four gems, but persistence will pay off.



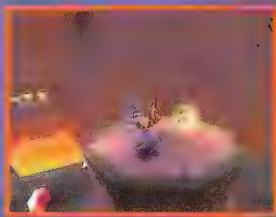
TIP

You'll find a 1-Up on the ledge below the towers.



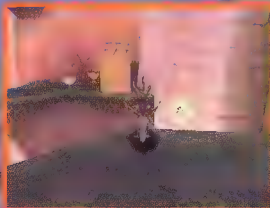
Something Overlooked 15

At the end of the canyon, another treasure area waits. Return using the vortex near the gem coffers.



Nature Flight 16

From the farthest point, Spyro can glide back over this chasm easily if he aims to the right of the opposing side when landing.



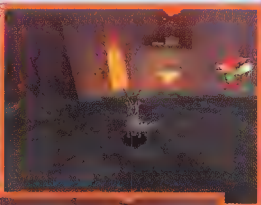
THE INFAMOUS JACQUES IN-A-BOX 17

332 Treasure Points: 2 Red, 2 Purple

After returning to the collect the treasure from the Locked Chasm, Spyro is ready to face his final battle within the Dragon Worlds.

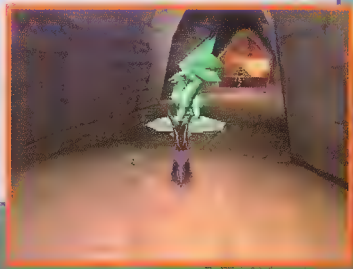
Fool's Bridge 14

Flaming the Fool running in circles causes the distant wall section to extend, providing a ledge broad enough to land on. As the timer ticks, glide to the ledge and leap to the platform beyond before the ledge retracts. The swirling, sparkly vortex will carry Spyro to an even more remote area.



Revilo 18

After his release, Revilo offers some cryptic but wise advice.



The Chase Begins! 19

Proceeding down the corridor, Jacques makes his "presents" known. This gift-tossing Jack-In-a-Box is quick and crafty. Dodge incoming boxes by rolling to either side using LT or RT.



An Upset Battle 20

The battleground reaches new heights as Jacques fires. Jump out over the lava lake.

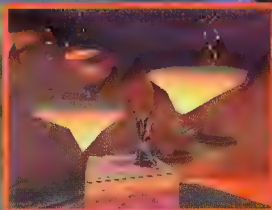
TIP

Advance a short distance, and then wait for a incoming box. Dodge it and repeat the process until Jacques retreats. In certain areas, he won't dodge until Spyro lights a fire under him.



There Can Be Only One 21

As he reaches the end of his tether, Jacques gives it all he's got, pelting Spyro with box after box. Wait for a break in the action, and then move in for the kill.



Return Home 22

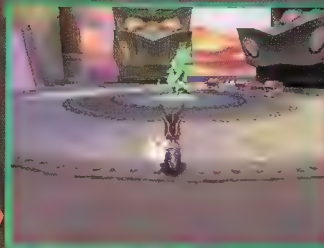
After defeating the last of Gnasty Gnorc's minions, make the leap of faith into the vortex beyond to float to the platform high above. There, the swirling column of sparkles returns Spyro to the Dream Weavers Home World.



World Six: Gnasty's World

HOME

1



Here, Spyro finds himself at the end of his long journey, with Gnasty Gnorc running the evil show.

BASIC STATS

Dragons: 2
Gems: 200
Fodder: River
Rats! mmm...
Difficulty Level:
Extremely Easy

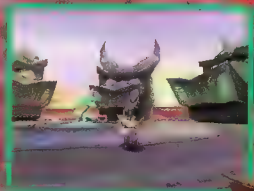


Strategies

2

THREE OMINOUS DRAGON HEADS

200 Treasure Points:
3 Red, 6 Green, 17 Blue,
5 Yellow, 2 Purple



Not a Whole lot of Options

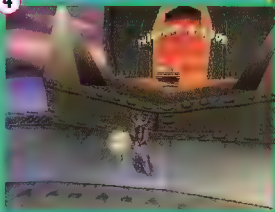
3

At the start of the Machinists World, Spyro can only return to the previous worlds—via the balloonist—or access the land of Gnorc Cove. Completing this land opens the first of the Dragon Heads.

Twilight Harbor

4

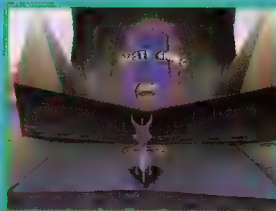
After you complete Gnorc Cove, the Dragon Head on the left opens, revealing the archway to Twilight Harbor. You can recover an additional 50 treasure from the treasure chest, as well.



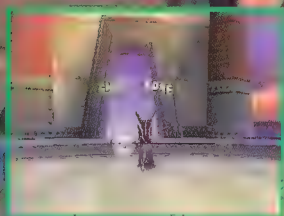
Gnasty Gnorc

5

Reaching the Twilight Harbor exit whisks Spyro back to Home, where the second dragon head opens. Once it does, Spyro finally will confront Gnasty Gnorc! You'll find the last 75 treasure in the treasure chest inside this head.



GNORC COVE ①



This final level in Gnasty's World is not as intimidating as you might expect. Here you'll explore several Dockworkers, Wranglers, and scores of handy barrels as you look for the final dragons and gems. Get to this level's Exit Warp and you'll gain access to the next land.

BASIC STATS

Dragons: 2

Gems: 400

Strong Boxes: 4

Fodder: Rats (catchable without a trap!)

Level of Difficulty:

Deceptively simple for the last series of levels. Maybe you're just good.



Strategies ②

NOTE

If you're expecting that the secret to opening the portal to the other worlds in Gnasty's World is going to be a start to the Exit Warp in each world, then you're clear: the world of its gem and dragon is immaterial, unless you want access to the last level. You must have a perfect 100 percent to make that third Dragon Head closer its tip.

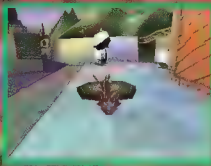
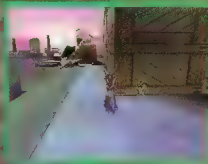
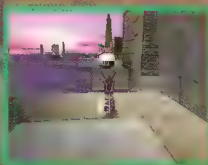


LOADING DOCKS ③

99 Treasure Points: 17 Red, 16 Green, 8 Blue, 1 Yellow

Here in Gnorc Cove, it's peaceful—if you don't count the clanking barrels the workers throw around the docks. The Dockworkers bear you no ill will, but their barrels tend to travel along the same

paths as you and you must dodge them. This section is frightfully straightforward. Dodge the rolling barrels, take out the various Dockworkers, and you're well on your way.



Enemies

DOCKWORKERS

Defeat Using: Flame

Attack Method

These burly workers will flatten you with their loads of TNT or steel barrels if you get in the way. Defeat them and you get a new toy to play with.



ENGINEER

Defeat Using: Charge

Attack Method

These guys are smart! They stand on steel barrels out of range of your fiery breath. Get too close, and they'll brain you with a wrench. Charge them quick or use other items at your disposal.



TNT WRANGLER

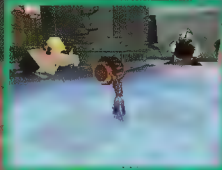
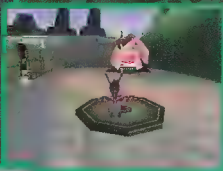
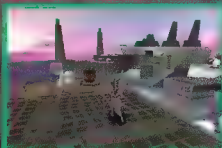
Defeat Using: Charge/Flame

Attack Method

TNT Wranglers look just like Dockworkers, but they wear armored aprons. They can turn freely and have a penchant for smashing young dragons under their heavy loads. You take your chances, charging or flaming them (they WILL throw that lit TNT barrel at you!), but you can toss barrels of your own to dispose of them. Livening things up, TNT Wranglers usually take two hits to take out.

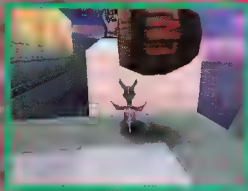


Use the carts as steps and hop up a level, to where you can jump to a bridge that will take you safely across the water. From the other shore, it's a simple glide to the docks next to the ship (after you take out that TNT Wrangler!). On the ground floor, you'll find more Dockworkers and another TNT Wrangler. Try to burn away his armored apron with the blast from the Dockworker's TNT barrel; then attack him a second time. Because he can turn freely, you can't sneak up behind him as you can regular workers.

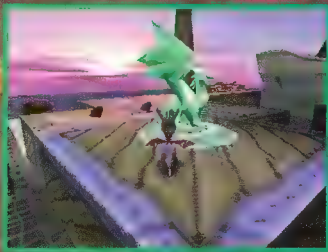


Need to get up to the next level? This ramp will take you

there, but only if you can make it through the stream of TNT barrels. Standing right in front gives you a safe vantage point from which to decide when to make a run for it.



There's a lot of treasure to free up here, but none is as important as the dragon, Lateef. Seem familiar? Like all the dragons here in Gnasty's World, Lateef appeared in an earlier world. Why must you rescue him again? Call it moral support: they're here to remind you that only SPYRO can defeat Gnasty!



Using Barrels 4

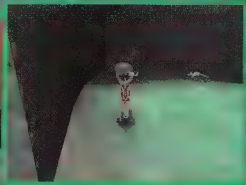
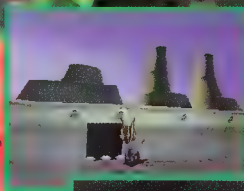
Destroying a Dockworker gives you his stock of barrels (steel or TNT). You can send steel barrels flying with a flick of your horns; lighting TNT barrels from afar is always safest. Both kinds are good for ridding the level of enemies or breaking open those Invincible boxes.



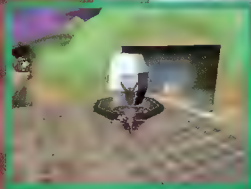
SHIPYARD 5

114 Treasure Points: 17 Red, 16 Green, 14 Blue

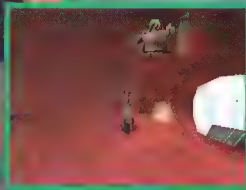
The ships here in Gnarc Cove pose little threat to your well-being. In fact, the rats and 1-Up box make up for any health or lives lost.



Use the well-placed barrels and TNT to dispose of enemies and open tricky boxes. You'll be amazed at how creatively you can use these tools.



In the final ship, you must slide past a barrel rolling Dockworker to get to the exit. Unfortunately, his barrels provide little help against the line of Engineers on the next series of docks.



Docks 6

187 Treasure Points: 15 Red, 31 Green, 20 Blue, 1 Yellow

Without anything with which to take these guys out from afar, you must get physical. Charging the barrel

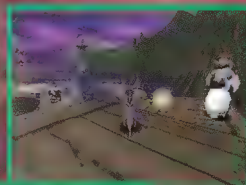
out from under the first Engineer sends it flying into the next. You can take out the whole line with one blow, AND you'll blow the apron right off the TNT Wrangler around the corner.



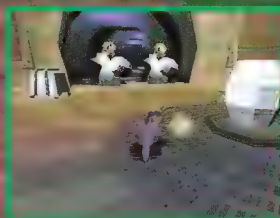
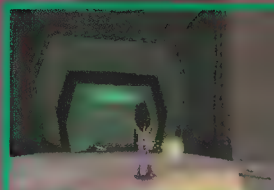
If you rescue one dragon in this world, make sure it's Tomas! His speech will inspire you, too!



After defeating another line of Engineers, head over to the structure in the middle of the harbor. Ramming this set of Engineers would be a BIG mistake. You can't light the fuse on their TNT stands with impunity, however, and watch the fireworks explode.

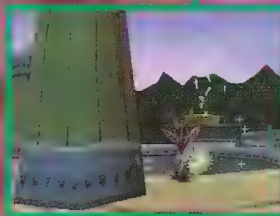
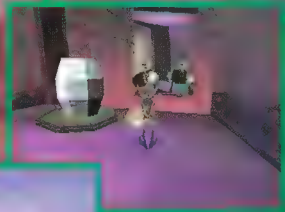
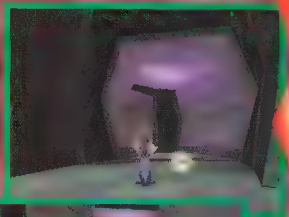


Pick up the gems the ex-Engineers leave behind and skip down the stairs. There are three passageways to choose from, each with positives and negatives. The hallway at the foot of the stairs is home to a pair of feuding Dockworkers. Their racing barrels run right into another workstation in the front of the hall and the collisions are dangerous to be near. If you get past them, you'll find a present waiting for you.



Two TNT Wranglers guard the middle hall. Aim the barrel at a point between them to kill them both at once. The same barrel works against the nearby Strong box.

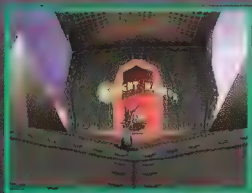
The final hallway is filled with gaps guarded by TNT Wranglers. Put those barrels to good use and clear the way before flying over. At the end lies a sparkling lift to the Exit Warp. Pass through to Twilight Harbor!



Cnasty's World



TWILIGHT HARBOR 1



Inside the head of the first dragon lies the portal to Twilight Harbor. Commandos and small Gnorks with big machine guns guard this world. Keep on your toes or this world will bring you to your knees!

BASIC STATS

Dragons: 2
Gems: 400
Strong Box: 1
Fodder: Rats
Level of Difficulty:
Harder than Gnorc's
Cove. Much harder.



Strategies 2

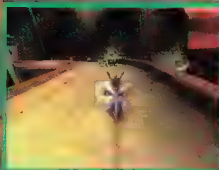
BOOT CAMP

133 Treasure Points:
15 Red, 19 Green,
14 Blue, 1 Yellow

You know you're in trouble when the enemies have machine

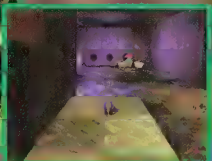
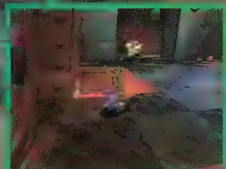
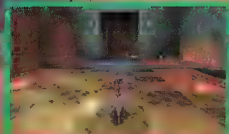
guns with streams of fire longer than your own—especially when you confront one as soon as you

land, before you can even catch your breath. This first section introduces you to Gnasty's militant forces and their peculiar tricks. It also teaches you the value of looking around corners before you walk into a room.



First, head into the fortress, taking out the Machine Gunner who runs right out in front of you. You'll find another in the alcove to the right, and a Gnorc Survivalist straight ahead. Both have ranges that make waiting until the "right" moment a bad idea. *Sparx is your only ally against these troops: make the most of it.*

A sparkly column next to the departed Gnorc Survivalist (the best kind) carries you up to a broken bridge. Relieve the ledge to your left of its gems, and then glide across the lake to the Machine Gunner on the other side. Before blindly jumping into the next building, take a moment to look around. A Gnorc Commando waits to fill you and Sparx full of lead, and it's better for you to have the advantage in this fight.



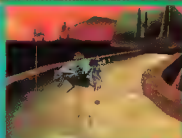
Enemies

MACHINE GUNNERS

Defeat Using: Charge/Flame

Attack Method

Small Gnorks with machine guns—what could be better? You know what to do: dispose of them before they fire.

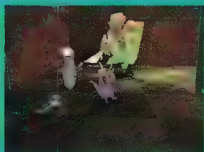


GNORC SURVIVALIST

Defeat Using: Flame

Attack Method

A commando in a leopard-skin tunic? These crazed Gnorks are mean, bad, and dangerous. Wait until they've thrown their explosive; then step in for the kill.



GNORC COMMANDO

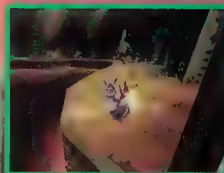
Defeat Using: Flame

Attack Method

The Gnorc Commando keeps you at a distance by constantly peppering the ground in front of him with machine-gun fire. Wait until it's safe (leaping over the stream of bullets, if need be) and toast him good!



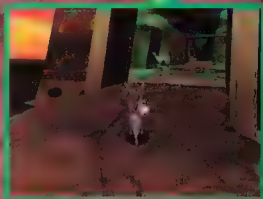
Another Gnor Commando guards the walkway to the first dragon, with a couple of Machine Gunners as backup. Because the Commando goes into action the moment you hit the doorway, your best bet is to keep him the line of bullets. Then take out the remaining troops as they rush you.



The Strong box is a puzzle, and Cosmos the dragon is no help. Leave it for now. You can come back for it later.

Your last stop is Boot Camp lies through the next building. This is virtually a repeat of the preceding two buildings, so apply the techniques that got you through before and you'll survive here, too.

Next up are the Drawbridge and the final Supercharge ramp.

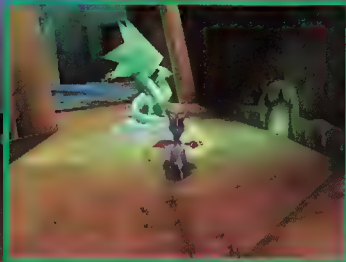


THE DRAWBRIDGE 3

115 Treasure Points: 5 Red, 5 Green, 8 Blue, 6 Yellow

On the other side of the third building wait a dragon (remember Cleitus?) and a Supercharge ramp.

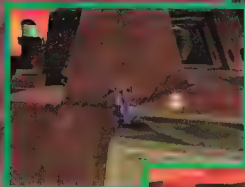
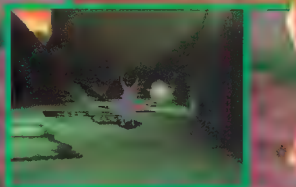
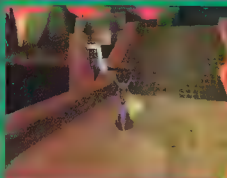
There's also the matter of a certain Drawbridge that plays a pivotal role in what happens next.



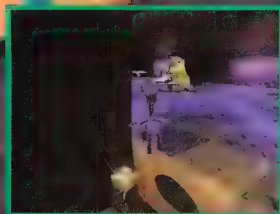
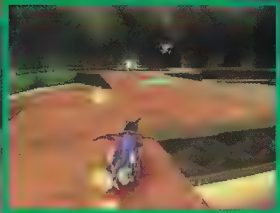
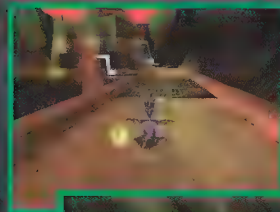
Drawbridge Up or Down? 4

You can have it both ways—and you'll need it both ways. To change its position, just flame a crank. When the Drawbridge is up you can use it as a launchpad in conjunction with the Supercharge ramp to reach the attic of the building ahead. Closed, it allows you to Supercharge straight through to the Strong box on the other side of that building.

With the Drawbridge up, dash to the top of the ramp and use it to catapult yourself to the top of Building 3. If you're really good, you can aim right at the Commando guarding the entrance and take him out en route. Inside, grab the treasure and walk out on the ledge on the other side. To the right you'll find a 1-Up box in a tiny niche. In the middle of the lake you can see yellow gorrs shining on an island. You can reach it from your perch, you know.



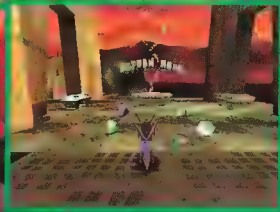
Next, lower the Drawbridge and dash back up that ramp. This time we're heading for the Strong box near Cosmos's pedestal. Controlling Spyro in Supercharge mode is difficult, especially through a twisty area like this. If you land in the water, immediately jump to the nearest platform and you shouldn't lose a life. Make sure Sparx is fully charged before you begin your dash!



Down the walkway lies the next room, where you'll find yourself surrounded by every kind of Gnorc troop in the land. Check Sparx's health before entering. If necessary, backtrack to the last group of rats.



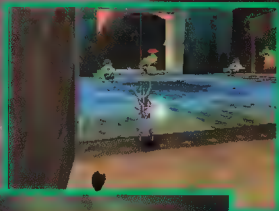
You're almost to the end! A gauntlet of Commandos and Machine Gunners stands between you and the Exit Warp. Go down the line, jumping and flaming when necessary, and you'll be home in no time!



THE HOME STRETCH

153 Treasure Points: 6 Red, 16 Green, 11 Blue, 6 Yellow

Now that you've collected more than 200 points in loot, save your progress at Clefius's pedestal and head into the building next to him. This building is tricky with a patio where you'd expect another passageway to be. The true exit lies to the right, but the patio gives you a good view of what's to come!



GNASTY GNORC

BASIC STATS

Gems: 500

Difficulty Level:

Medium-Hard



Strategies

STEEL ARENA

134 Treasure Points
24 Red, 5 Green, 3 Blue,
4 Yellow, 1 Purple

Entering the world of Gnasty Gnorc, Spyro finally comes face-to-face with his nemesis. Within the confines of this metal arena, Spyro must dodge the blasts of green energy Gnasty spits forth while he collects the treasure lying about—and gets the key to the Thief.

The Chase is On! 3

Spyro must dash through this twisting, winding tunnel to catch the Thief. By cutting corners closely and taking the right-hand fork, Spyro should be able to overtake or run into the Thief and collect the key from him.

To Catch a Thief 2

To open one of the locks leading to Gnasty, Spyro first must reclaim the key from this quick, agile creature.

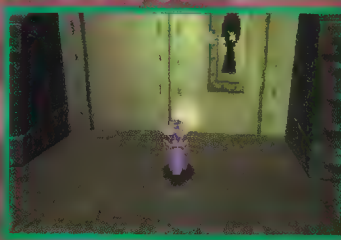
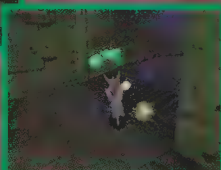
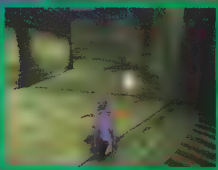
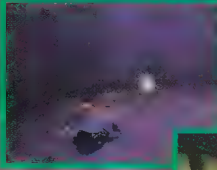
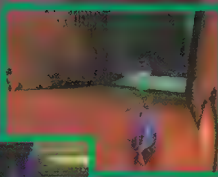
TIP

You might find it easier to run through the tunnel once and collect all the loose treasure so it won't distract you when you chase the Thief.



Behind Door Number 1... 4

Having successfully wrested the key from the Thief, Spyro can open the door opposite Gnasty's platform.



THE RETURN OF THE THIEF 5

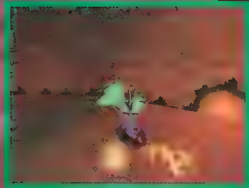
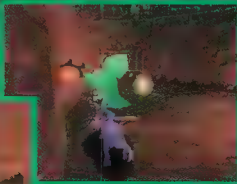
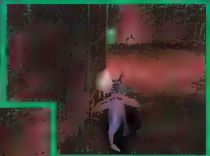
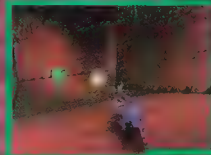
55 Treasure Points: 12 Red, 4 Green, 3 Blue, 2 Yellow

Unfortunately, behind the locked door waits yet another Thief, key in hand. This time the route is even more complex, with a few spots where a miscalculated turn can spell disaster!



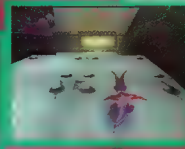
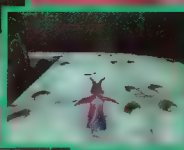
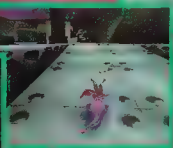
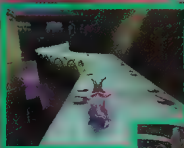
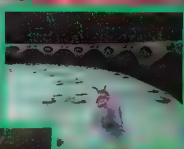
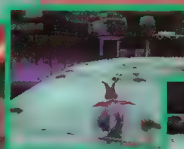
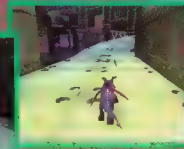
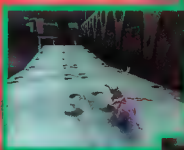
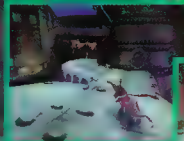
Trial Run Is a Safe Bet 6

Like the tunnel of the second Key Thief, this section has its own treacherous sections. Instead of launching head-first to chase Gnasty, walk through the track at least once. This way you can get a feel for the tricky spots and pick up any loose gems.



Gnasty Is On! 8

Gnasty wastes no time putting distance between him and Spyro. Dash as fast as you can to keep up!



THE FINAL CONFRONTATION: PART I 7

221 Treasure Points: 13 Red, 4 Green, 15 Blue, 10 Yellow

Opening the second lock lowers the stairway to the ledge from where Gnasty Gnorc observes our hero's progress. Like any true villain, he flees at the sight of Spyro closing in!



TIP

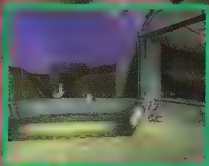
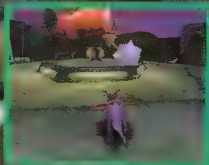
There are two tight descending turns in the Gnarsty Gnorc's circuit. Take time to walk through the course at least once, collecting all the treasure as you go, to see the course as it exists!

TIP

You can fall the two descending halfway turns while dashing if you keep space toward the right-hand side until he hits the ground again.

The Last Stand? 9

This point on the course is Spyro's only chance to hit Gnarsty. If you managed to keep close to him as he sped through the track, you'll have just enough time to get close enough to hot-foot him before he takes off for another lap.

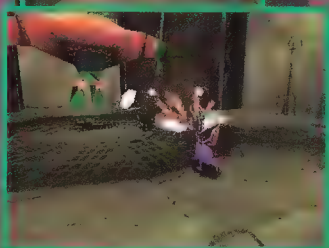


Small Rewards 10

Burning Gnarsty's underfoot yields a purple gem—just before the villain retreats through the door to the right.

The Final 12 Confrontation: Part II

Having reached the top, Gnarsty Gnorc attempts to eliminate our hero a final time. Avoid his club and flame him to end his evil reign!



Spyro the Hero 13

With peace restored to the kingdoms of the five dragon worlds, Spyro conducts a press conference to discuss his future plans. And just what are they,

you ask? Well, first, did you manage to recover ALL the stolen dragon treasure, rescue ALL 12 Dragon Eggs from the Thieves, and free ALL 80 imprisoned dragons?



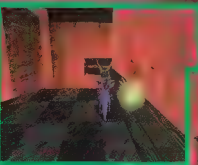
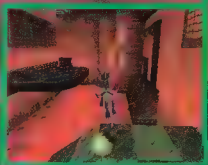
No?

Then go back, Young Dragon, and finish the job, for the true ending awaits only those who complete the game 100 percent!

TIME IS OF THE ESSENCE! 11

100 Treasure Points: 4 Purple

With the ledges receding into the walls, speed is critical. There is absolutely no room for error! Mustering all your gliding skills, navigate Spyro through this zigzagging area before the ledges disappear altogether by leaping from ledge to ledge as soon as his feet touch each surface.



Gnarsty's World



GNASTY'S LOOT

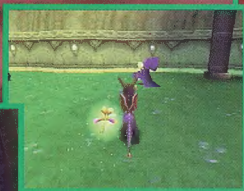
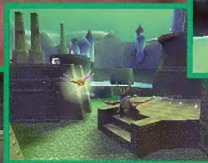
Here it is, your reward for completing the game with a perfect score of 100 percent! When you hit that magic percentile, head over to the third Gnorc Mouth. You'll find it wide open, the Arch Portal shining inside. We won't spoil your fun (and this level IS fun!). Let's just say, here you'll fly, chase Thieves, and pick up more loot than you thought possible. When you finish this level, you're treated to the best of the two endings. Good luck, and have fun. You deserve it!

BASIC STATS

Dragons: 0

Gems: 2000

Thieves: 4



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